

Fig. 1 - Digital Personal Golf Assistant Main Program

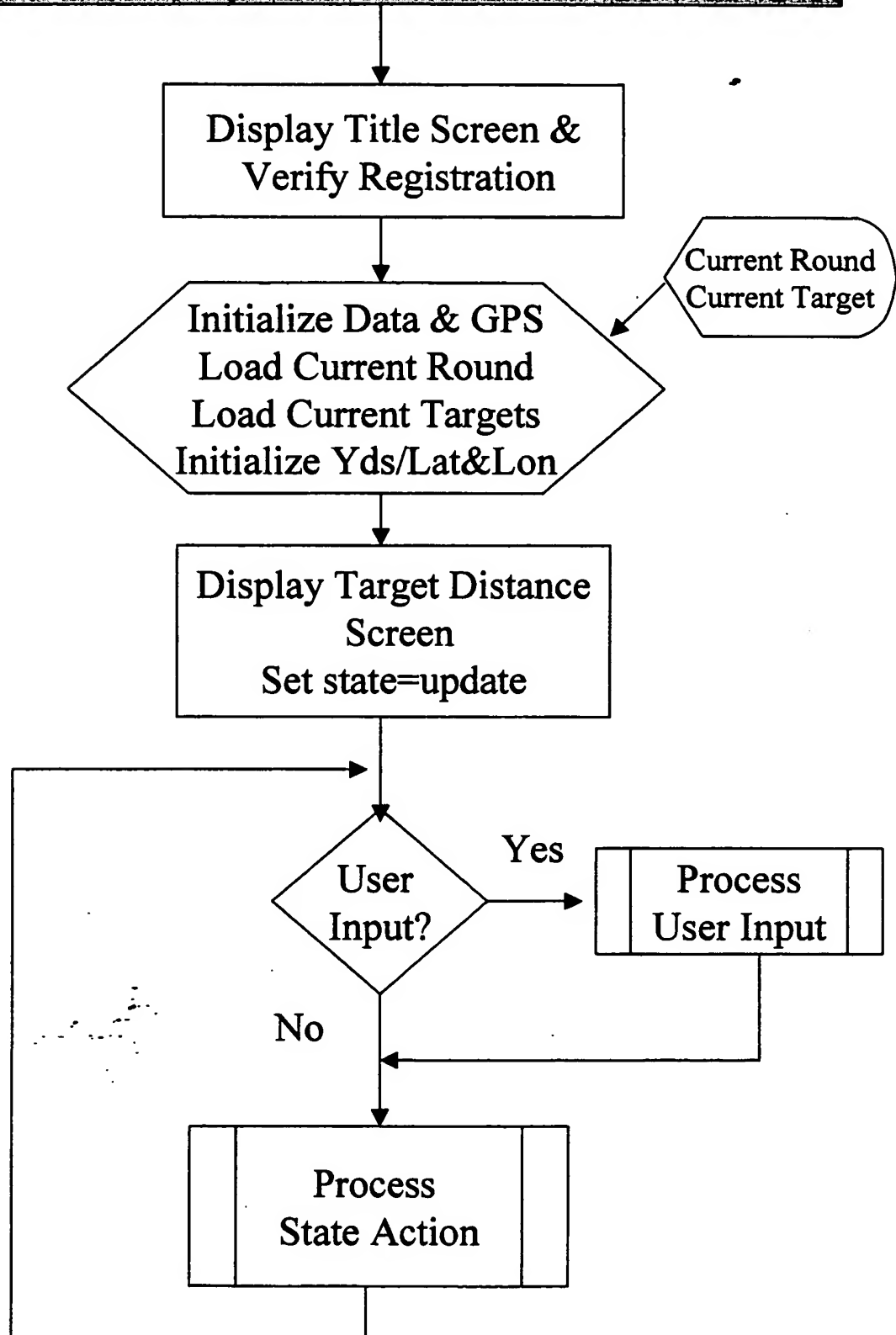


Fig. 2 - Process User Input

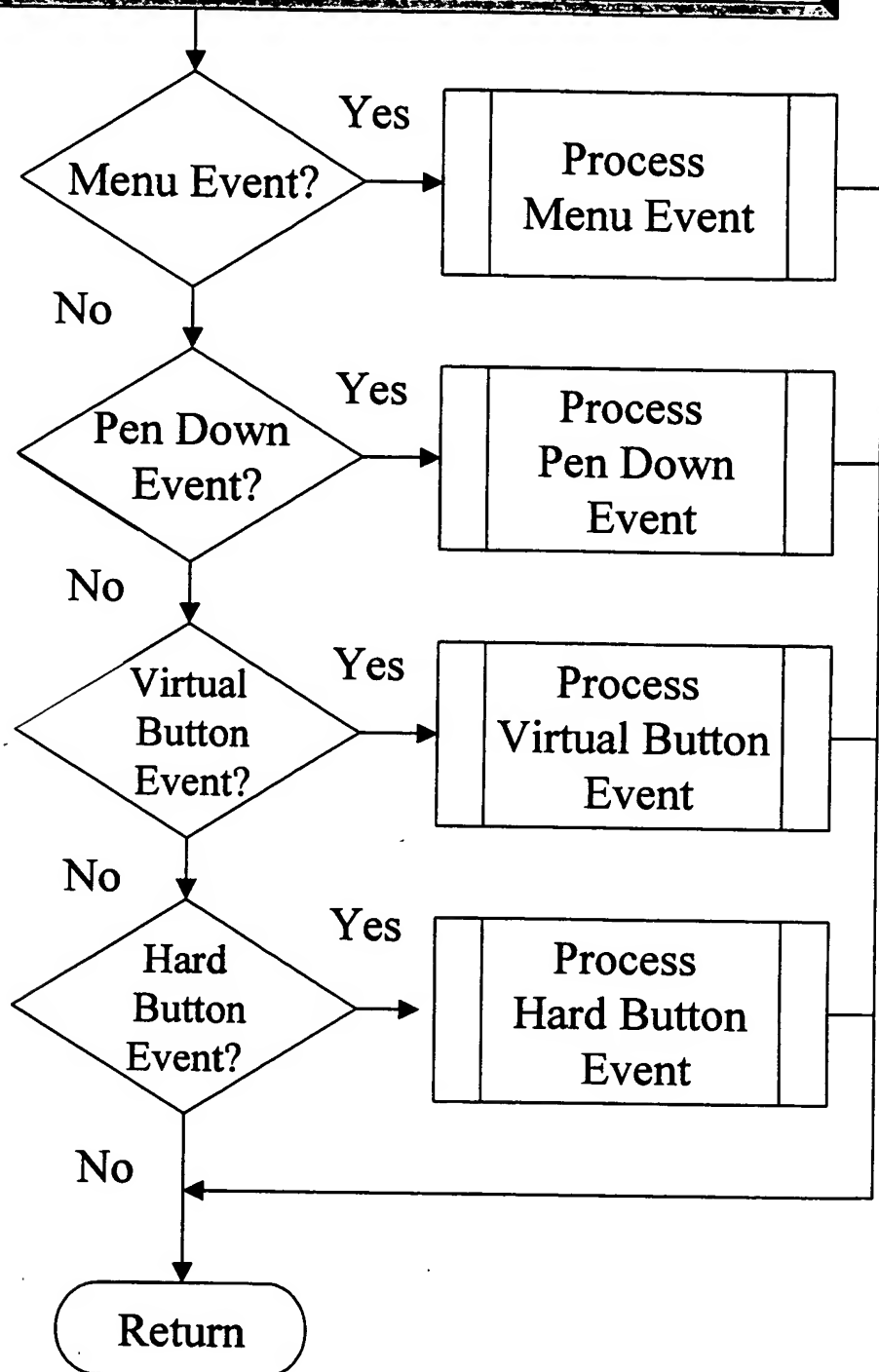


Fig. 3 - Process Menu Event

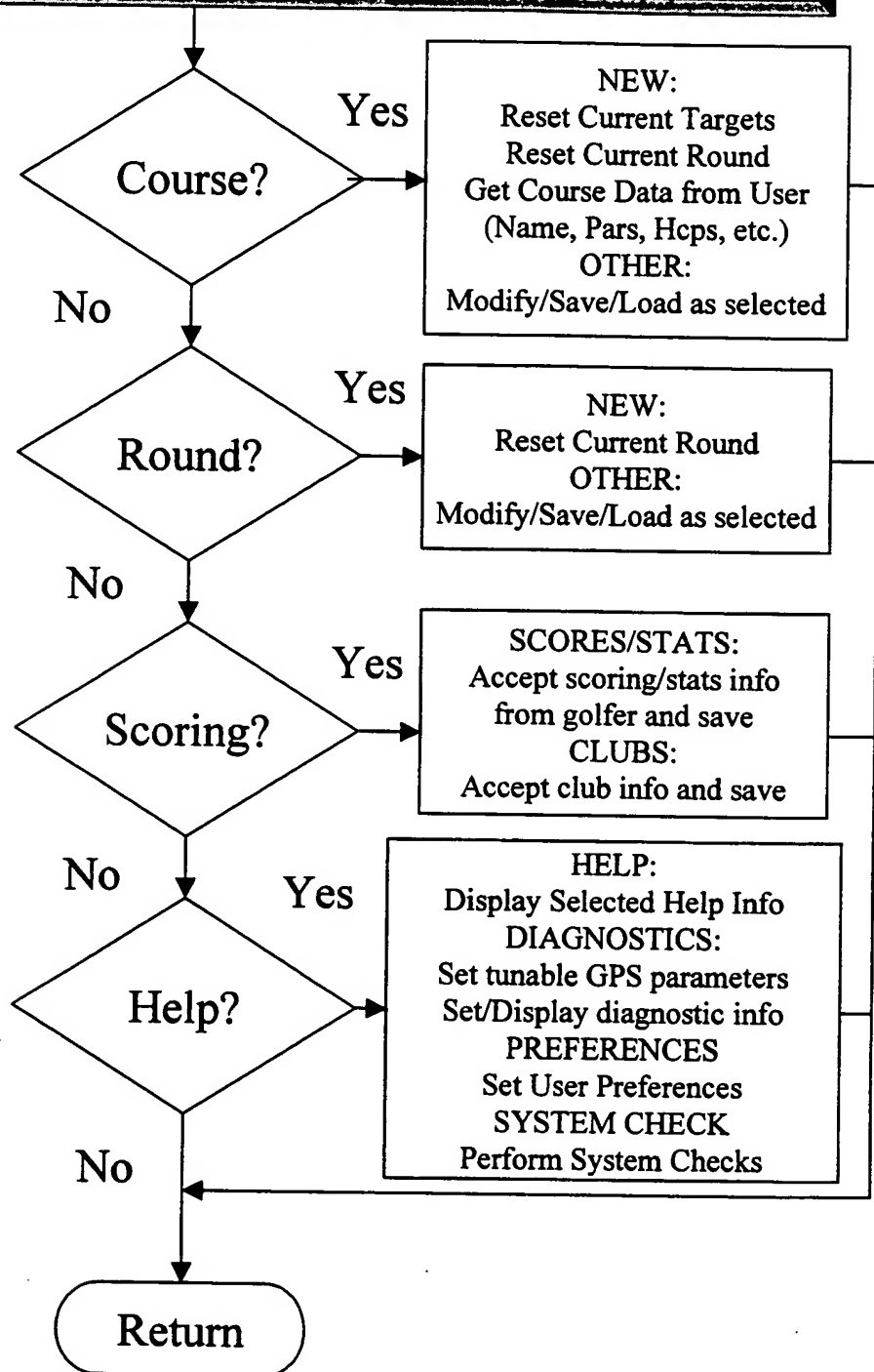


Fig. 4 - Process Pen Down Event

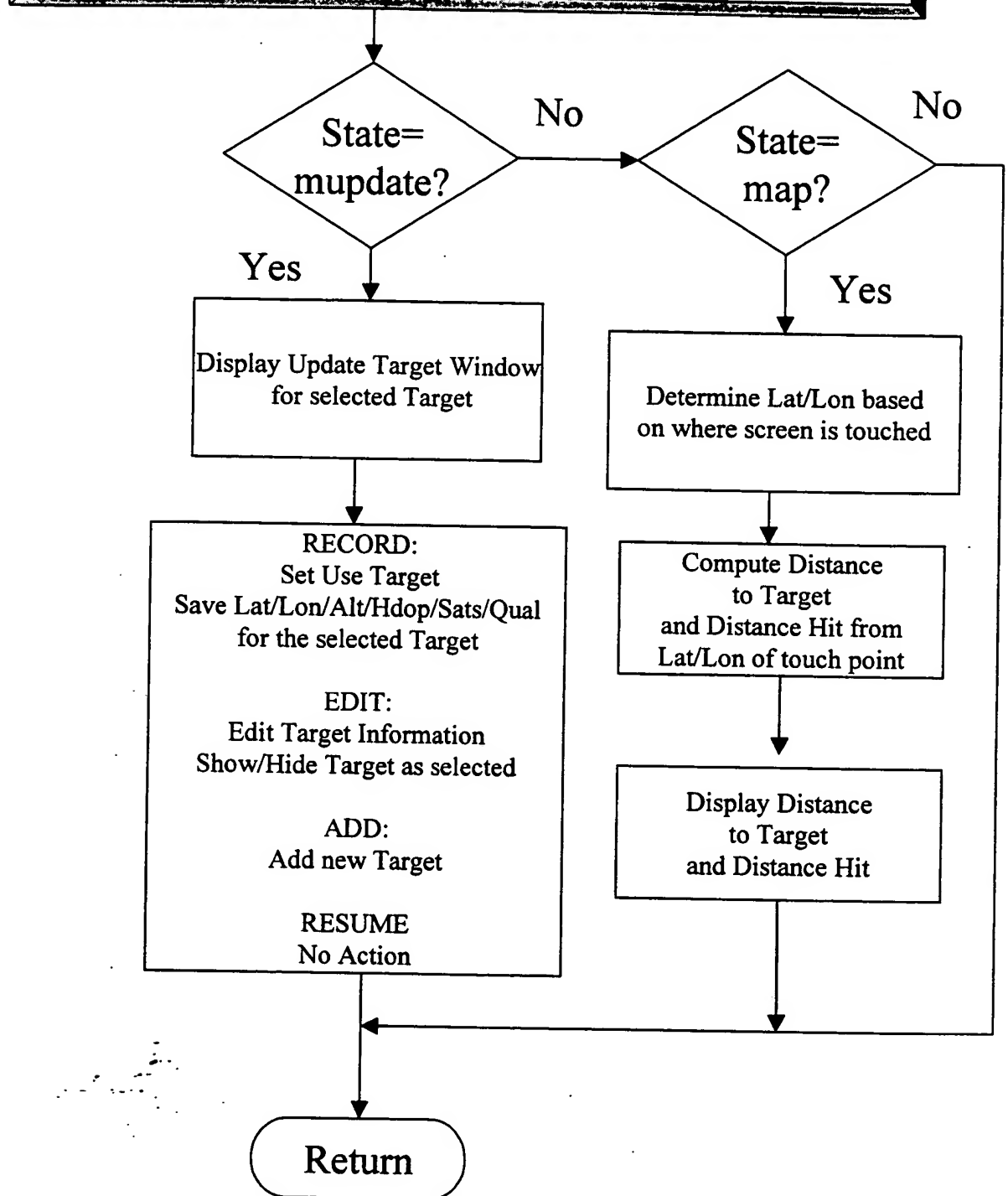


Fig. 5 - Process Virtual Button Event

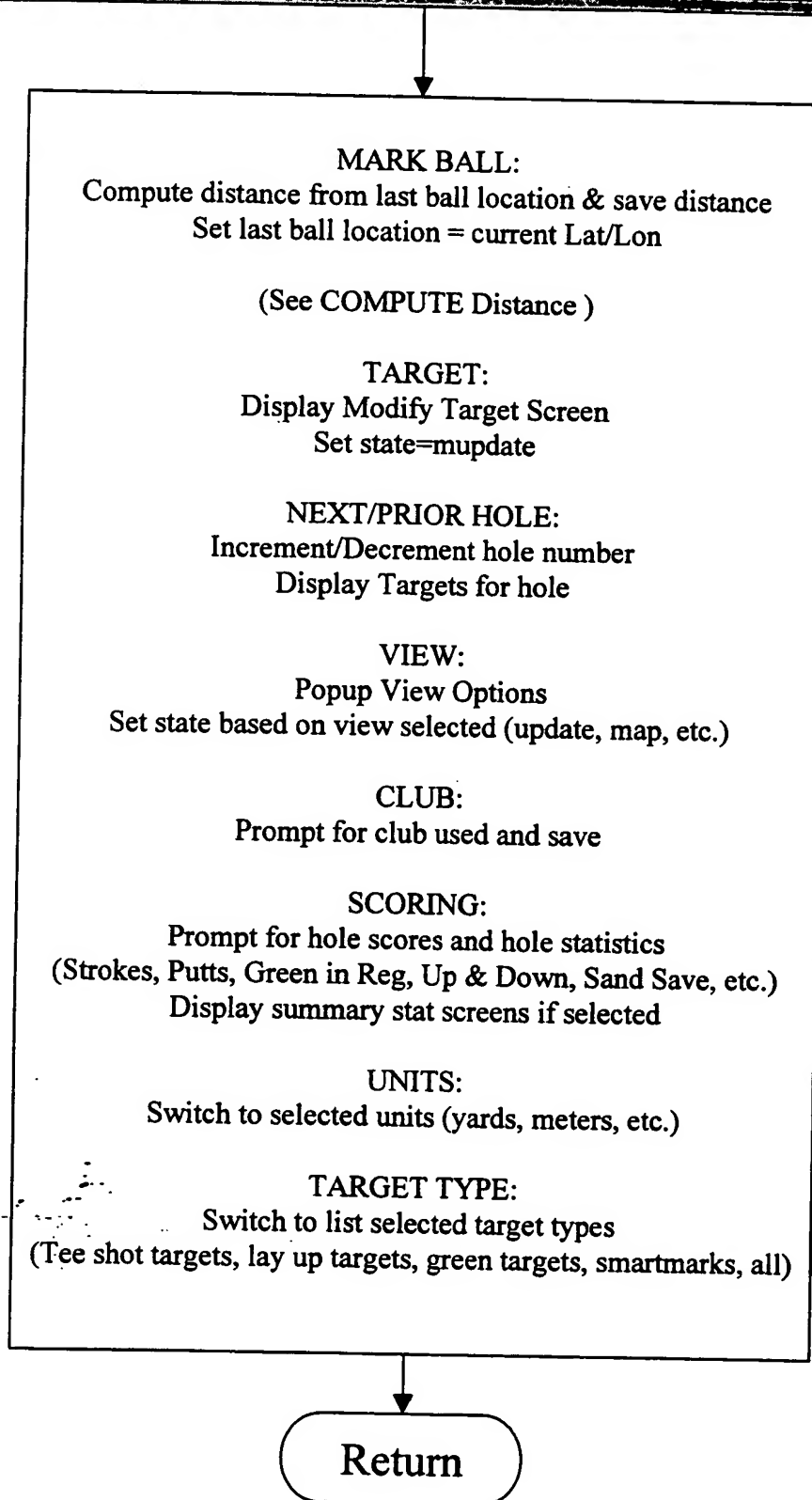


Fig. 6 - Process Hard Button Event

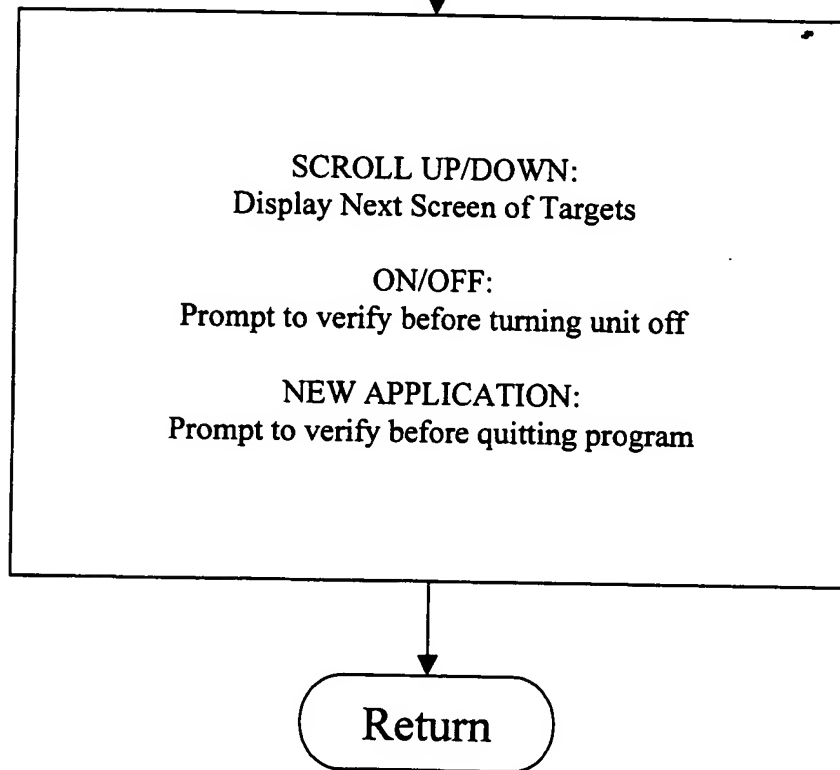


Fig. 7 - Process State Action

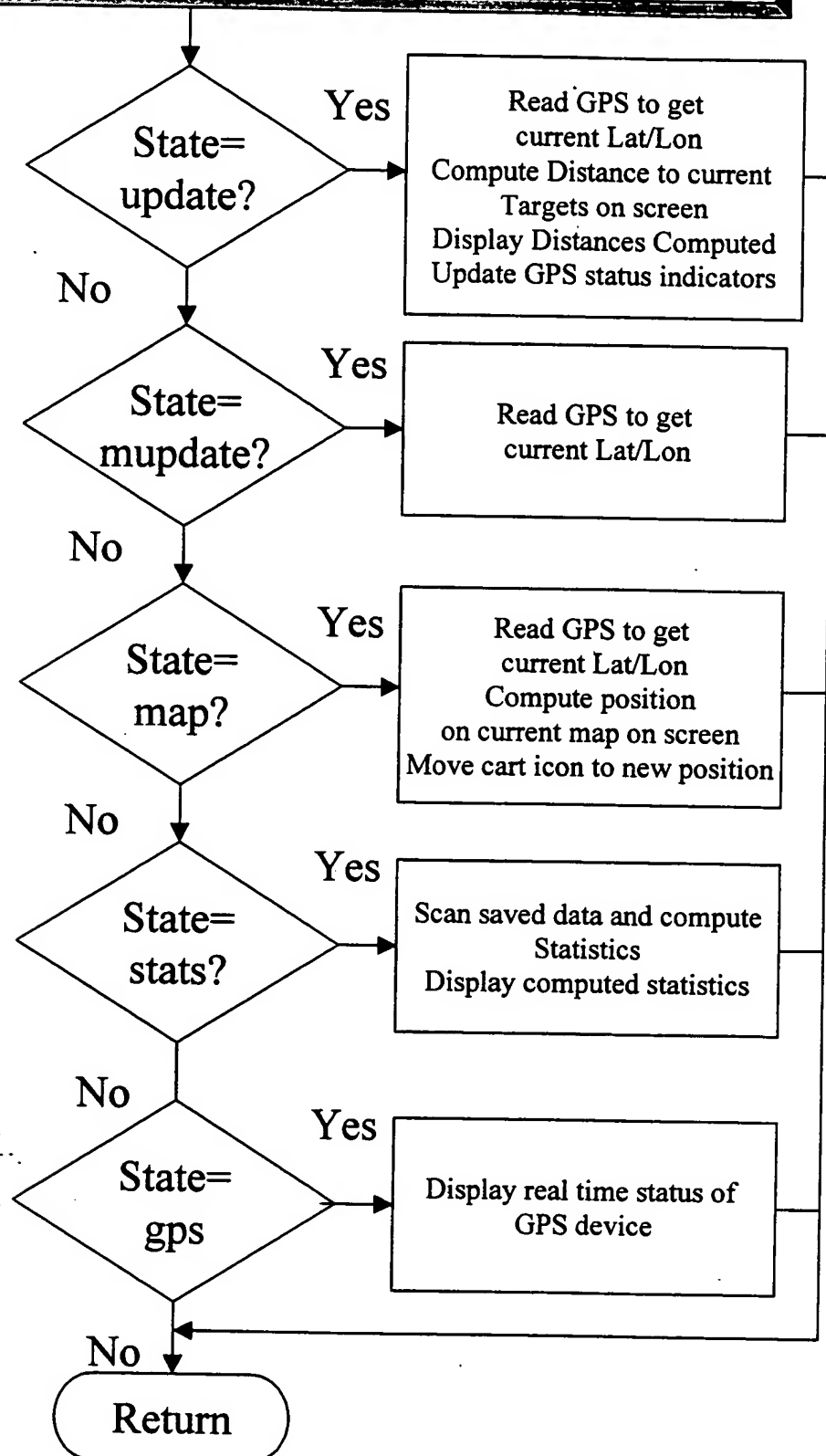


Fig. 8 - Compute Distance

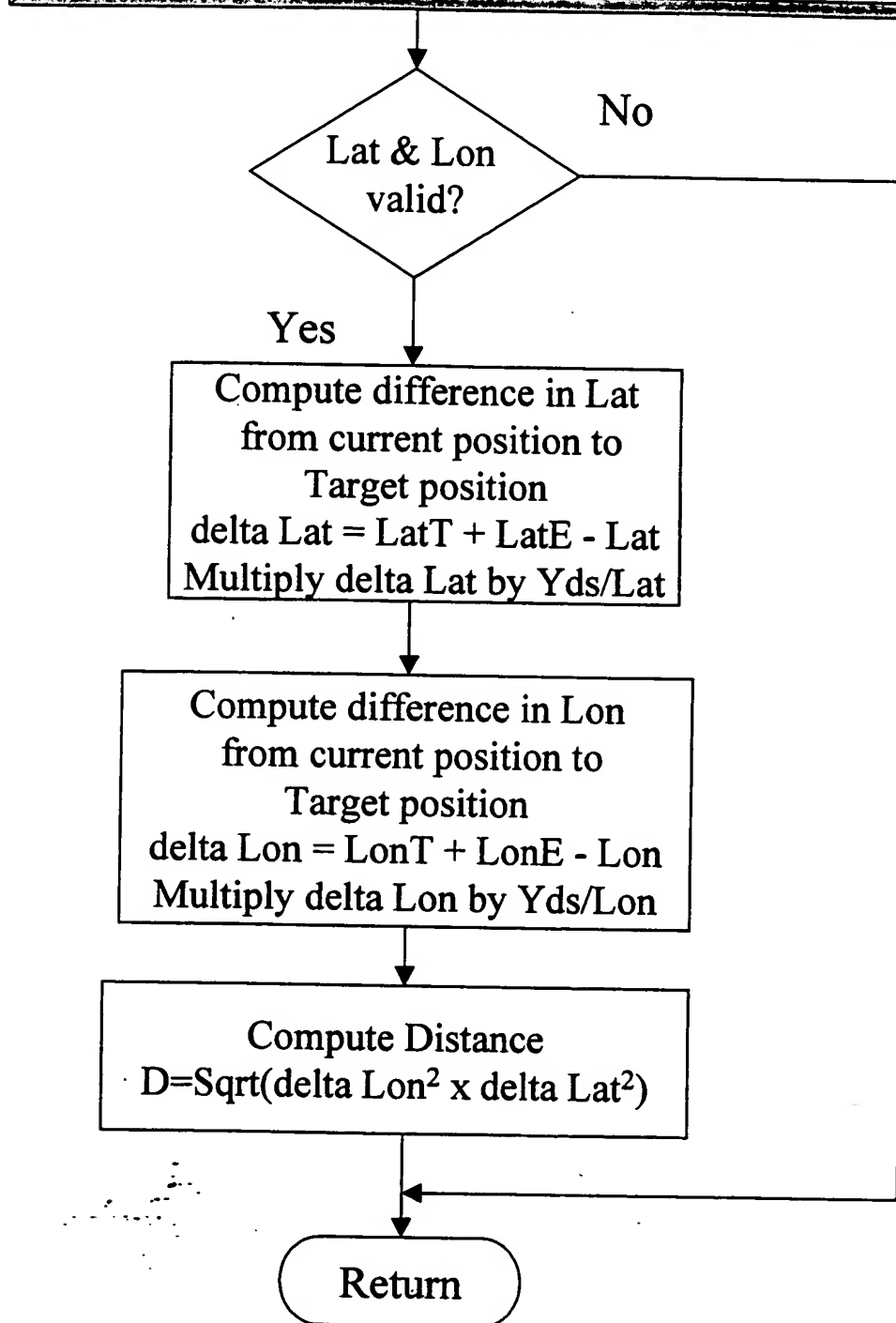


Fig. 9 - Analyze Conditions

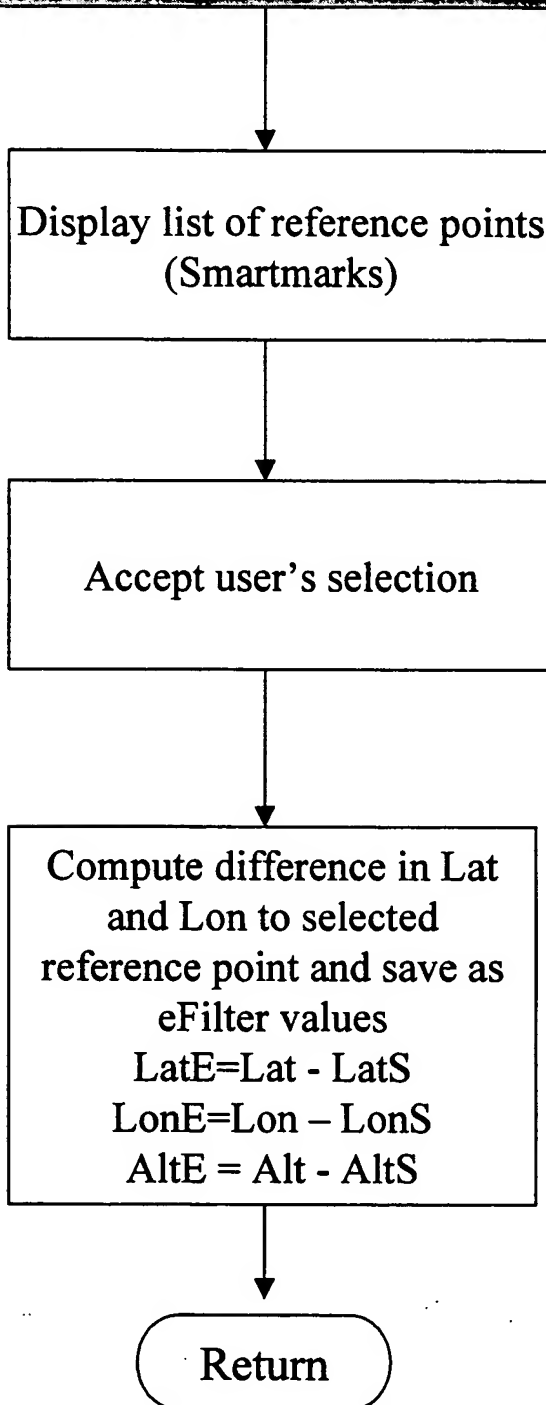


Fig. 10 – Scoring and Stats

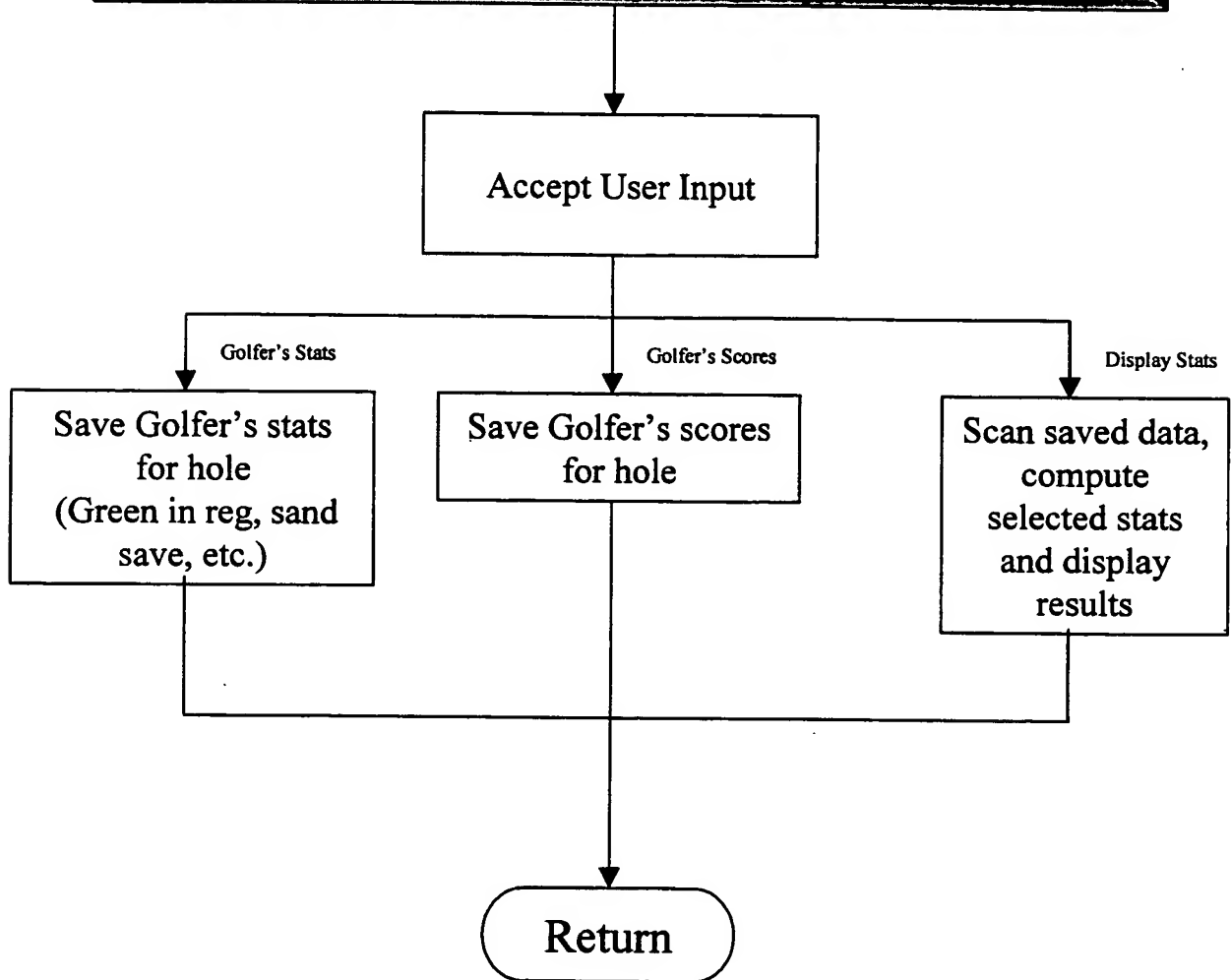


Fig. 11 – Tune GPS

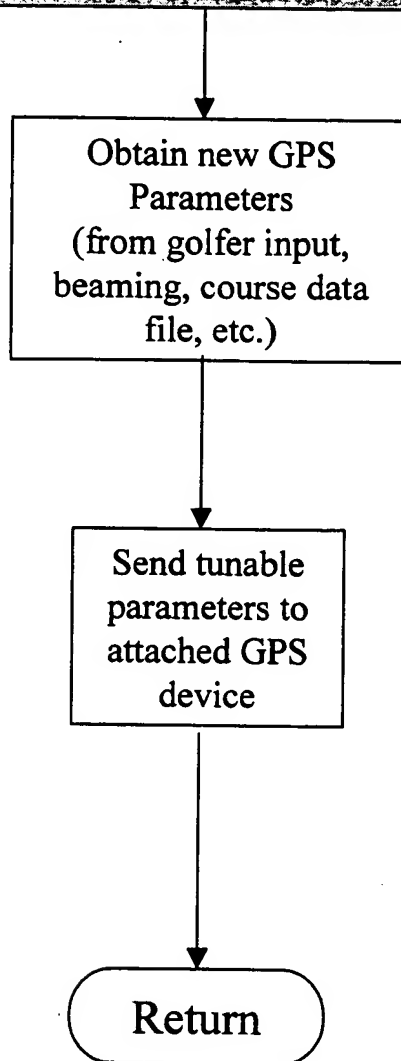


Fig. 12 – Data Exchange

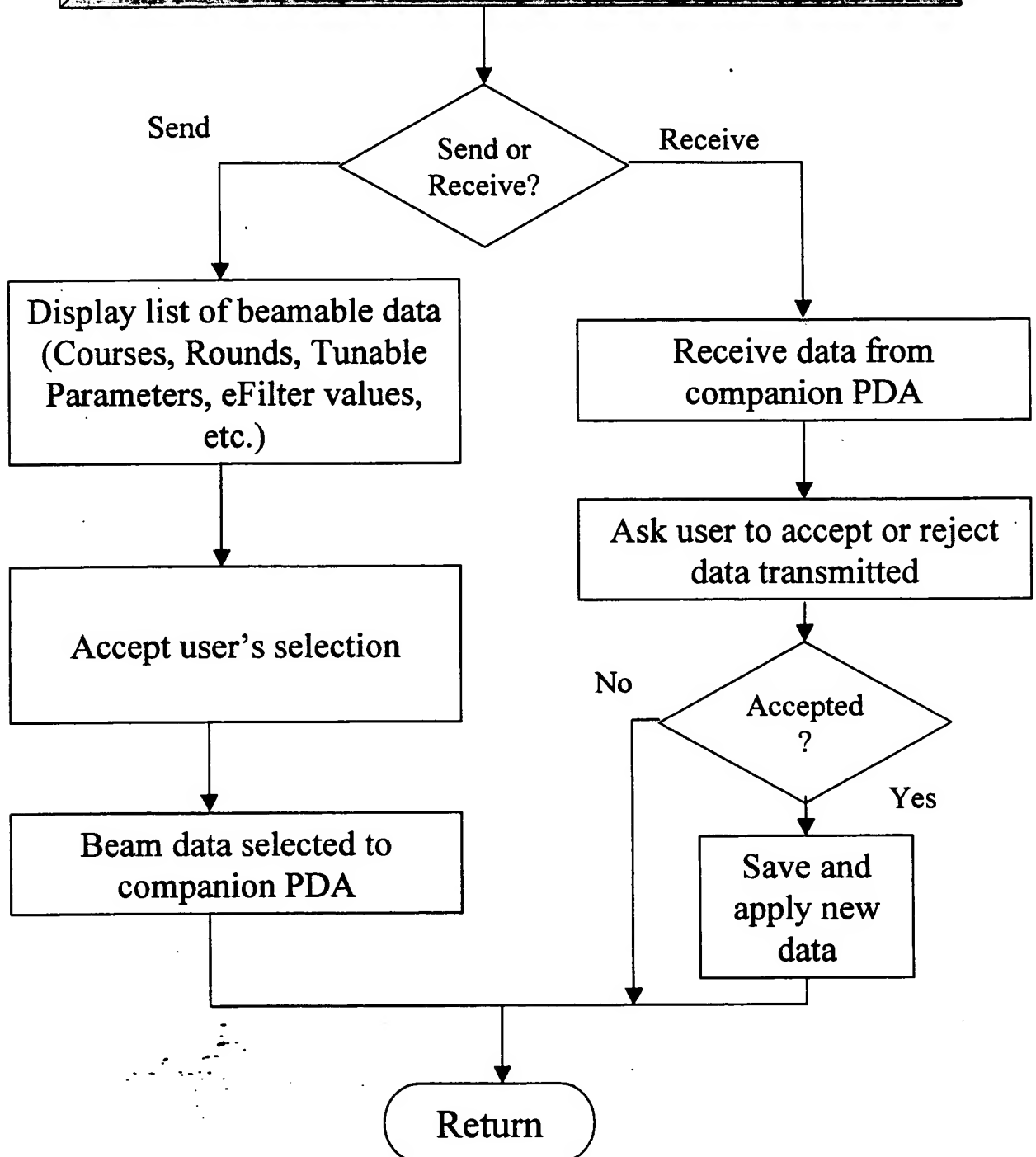


Fig. 13 – MGDT: Networked Points without DGPS

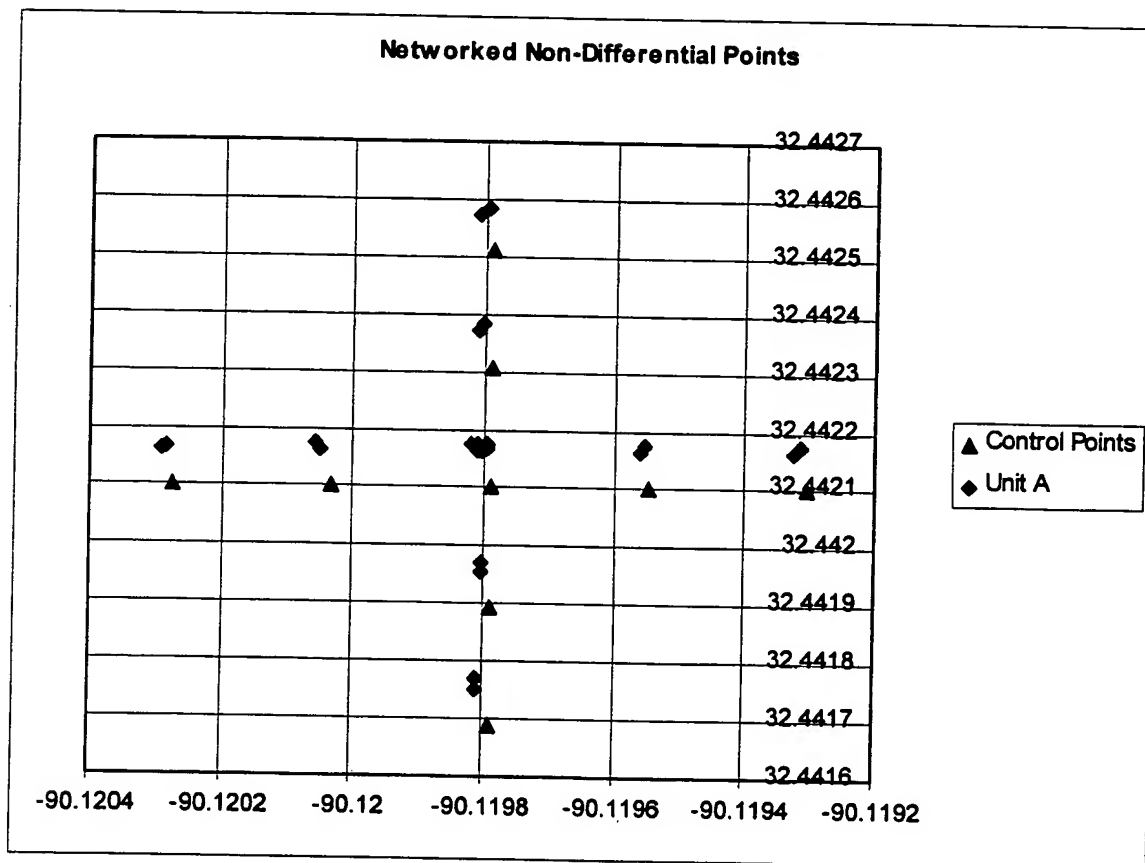


Fig. 14 – MGDТ: Networked Points using DGPS

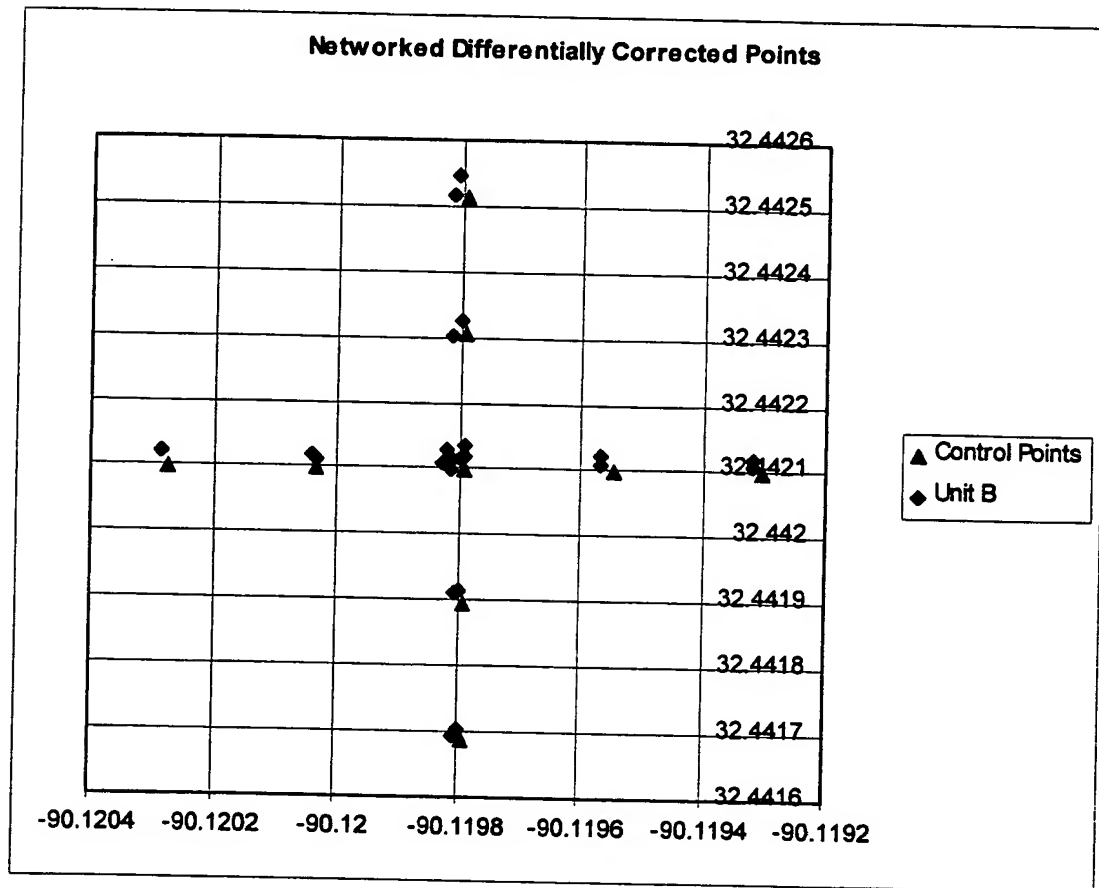


Fig. 15 – MGD: Non-networked Points

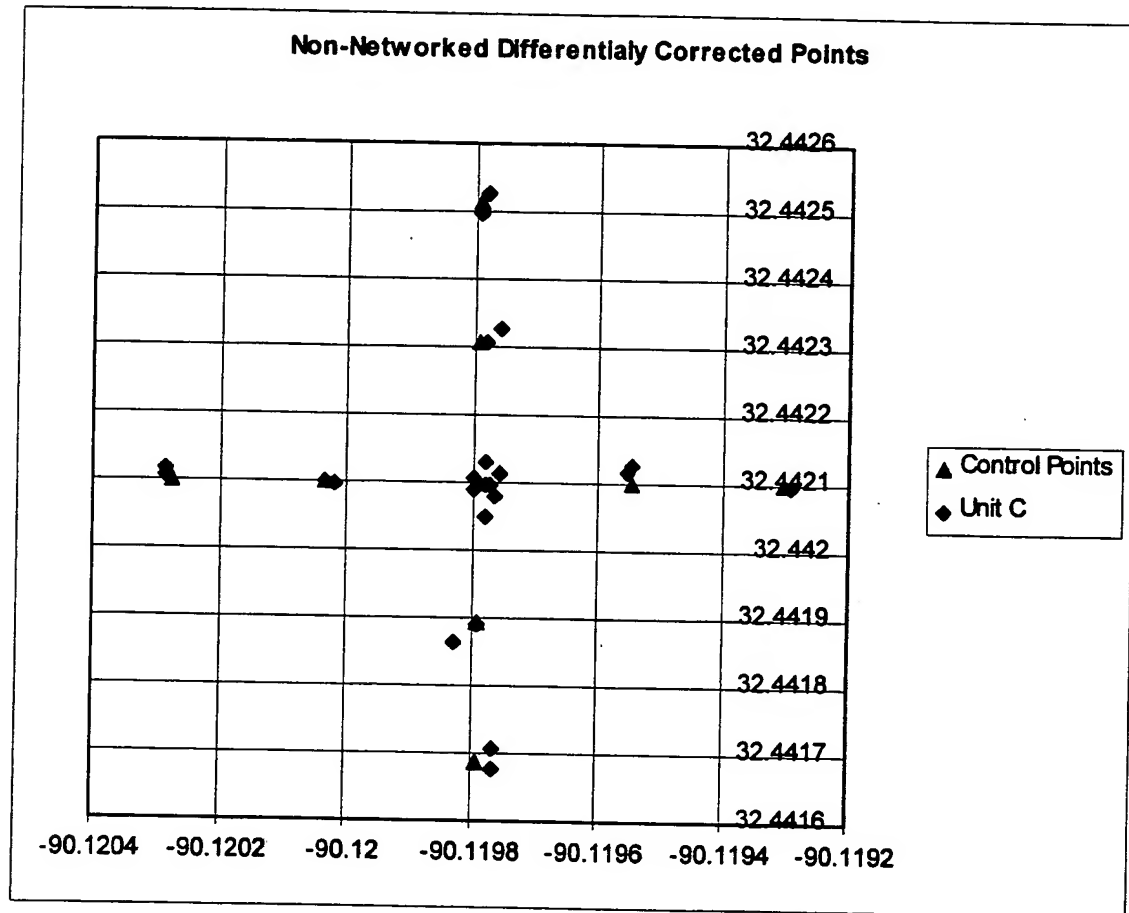


Fig. 16 – MGDT: Properly Tuned Event Recovery

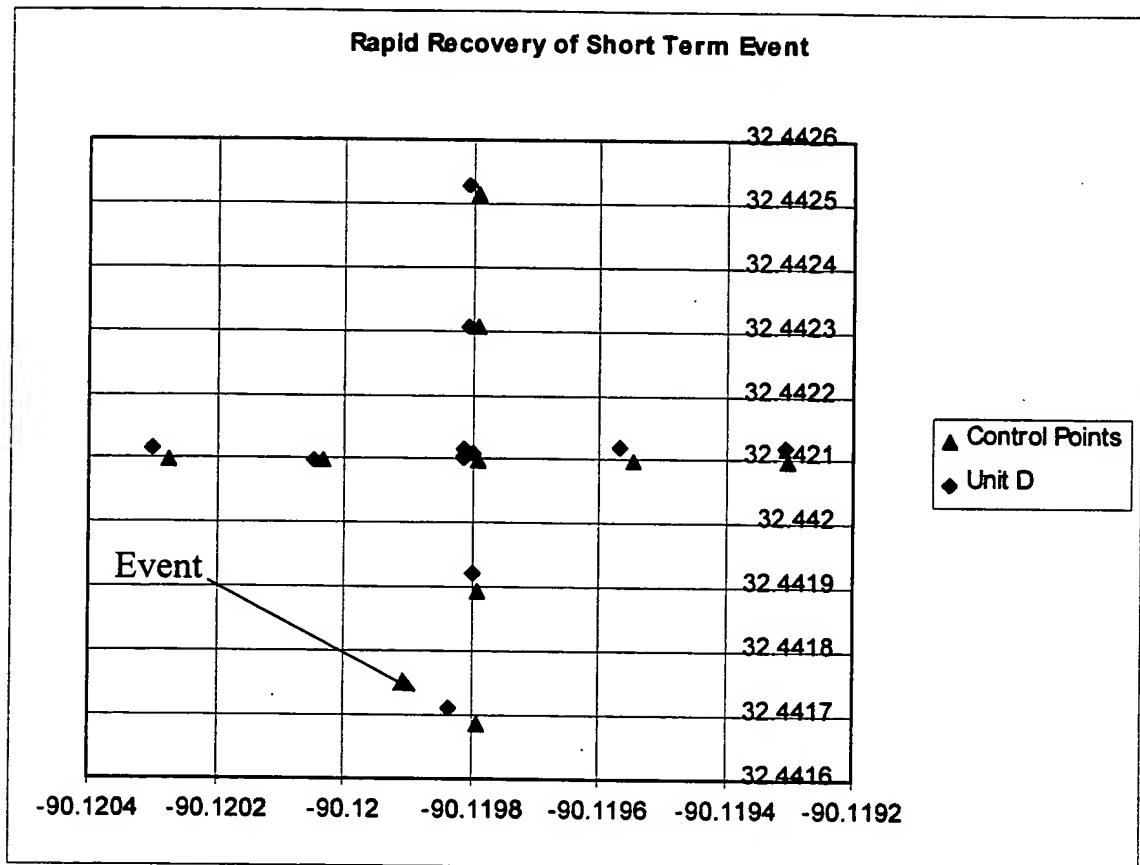
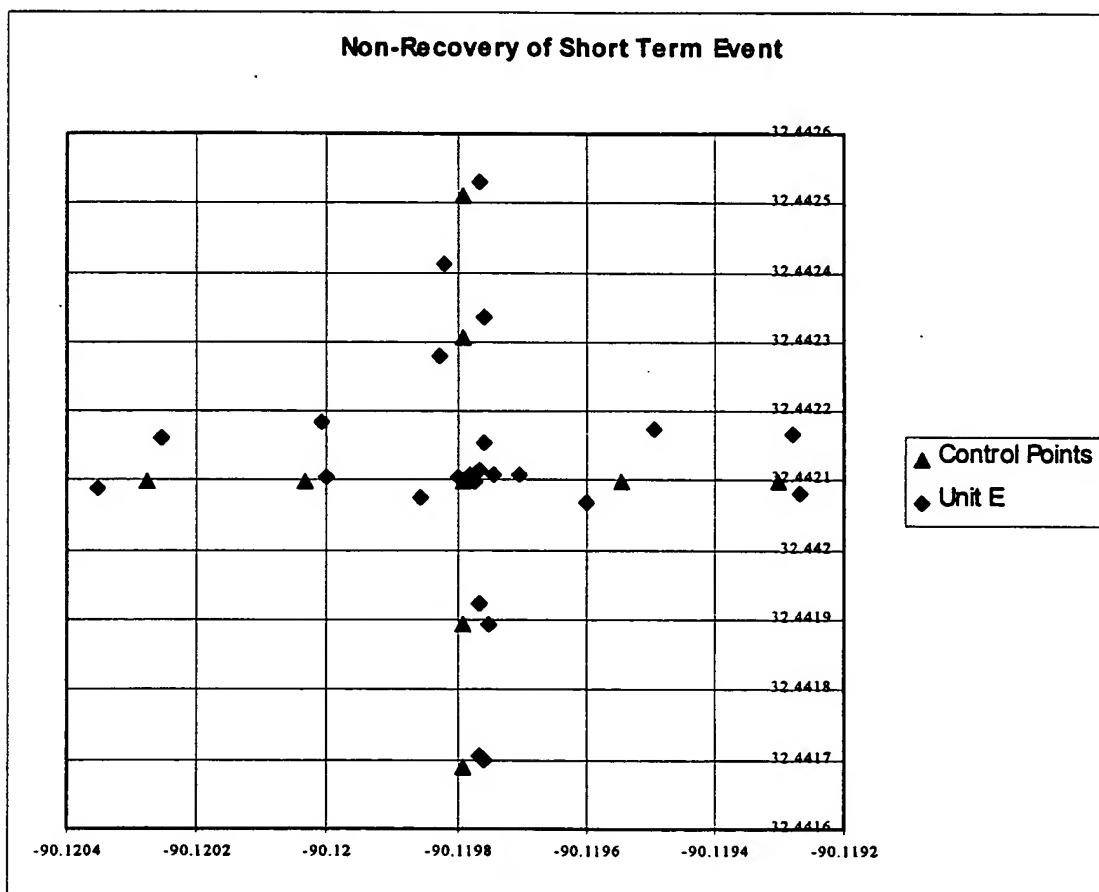


Fig. 17 – MGDT: Improperly Tuned Event Recovery



**Fig. 18 – PDA User Interface:
Main Screen**

Yards	YourSkyCourse	#3
196	Green-Back Rt	
182	Green-Back Lt	
167	Bnkr-LtCarry	
161	CENTER of Green	
154	Water-RtCarry	
136	Green-Front	
Tap to Mark Ball		
 Sats: 9 AP%: 91 Par: 3		
eFilter Off	View	Scoring
		-->
		<--

**Fig. 19 – PDA User Interface:
Adding Targets Screen**

Tap Target to Add		#3
<input type="checkbox"/>	Green	
<input type="checkbox"/>	Zone	
<input type="checkbox"/>	LayUp to	
<input type="checkbox"/>	Fwy Trgt	
<input type="checkbox"/>	End of Fwy	
<input type="checkbox"/>	BnkrRt	
<input type="checkbox"/>	BnkrRt Carry	
<input type="checkbox"/>	BnkrLt	
<input type="button" value="Cancel"/>		Use rocker button to scroll

Fig. 20 – PDA User Interface:
Adding Target Descriptions Screen

Edit Target i

LayUp to - 100 <

	Paste	Paste	Paste
SELECT	Rt	Spkr	(1)
	Lt	Plate	(2)
	Ctr	PopUp	(3)
	Carry ↓	Ball Washer ↓	(4) ↓
	Choose Type of Target		
	Tee Shot	Lay Up	Green
OK-Show Hide Del Cancel ↑			

Fig. 21 – PDA User Interface:
Recording Target Location Screen

Yards	YourSkyCourse	#3
196	Green-Back Rt	
182	Green-Back Lt	
167	Blue-Back Lt	

Target

CENTER of Green

Edit this Target

Add a Target

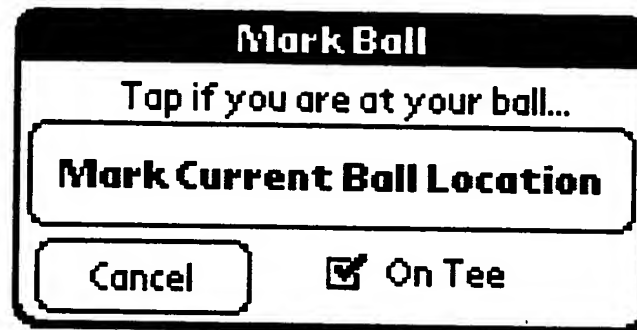
Resume

Record Target

-->

<--

**Fig. 22 – PDA User Interface:
Marking Current Ball Location Screen**



The image shows a PDA screen with a black header bar containing the text "Mark Ball" in white. Below the header, the text "Tap if you are at your ball..." is displayed. A large rectangular button with a black border and the text "Mark Current Ball Location" is centered on the screen. At the bottom, there are two buttons: "Cancel" on the left and a button on the right that contains a checked checkbox icon followed by the text "On Tee".

Mark Ball

Tap if you are at your ball...

Mark Current Ball Location

Cancel ☒ On Tee

Fig. 23 – PDA User Interface:
Recording Club Used Screen

The image shows a PDA screen titled "Tap Club Used" with an information icon in the top right corner. The screen displays a grid of 20 buttons arranged in 5 rows and 4 columns. The first four rows contain club abbreviations, and the fifth row contains action buttons.

Tap Club Used ⓘ			
1W	2i	6i	PW
3W	3i	7i	MW
4W	4i	8i	SW
5W	5i	9i	LW
Grn Side	Penalty	Trouble	Cancel

Fig. 24 – PDA User Interface:
Green Targets Screen

Yards	Green Targets	#5
156	Green-Front	
175	CENTER of Green	
195	Green-Back	
171	Green-RtCarry	
172	Green-BnkrLt Carry	
Tap to Mark Ball		
 Sats: 9 AP%: 91 Par: 4		-->
eFilter Off	View	Scoring <--

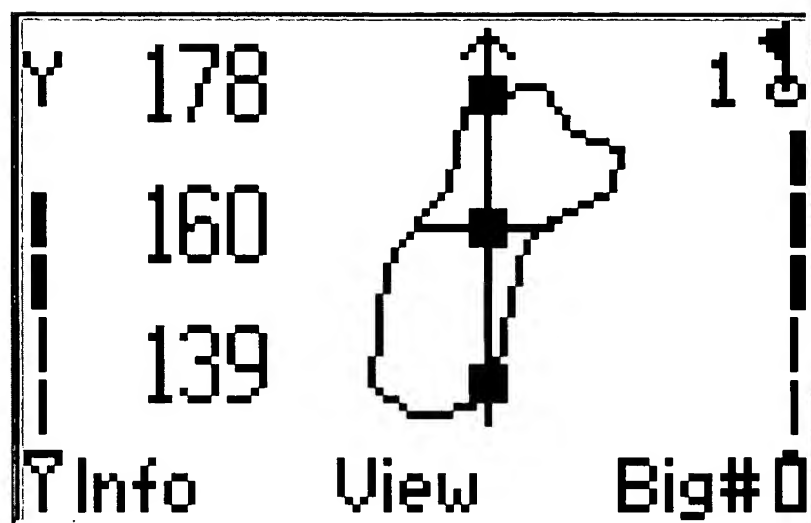


FIG 25

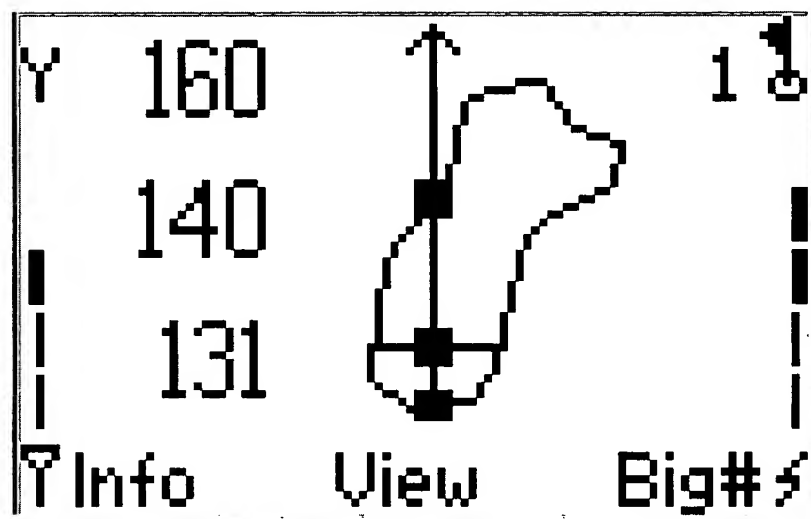


FIG. 26A

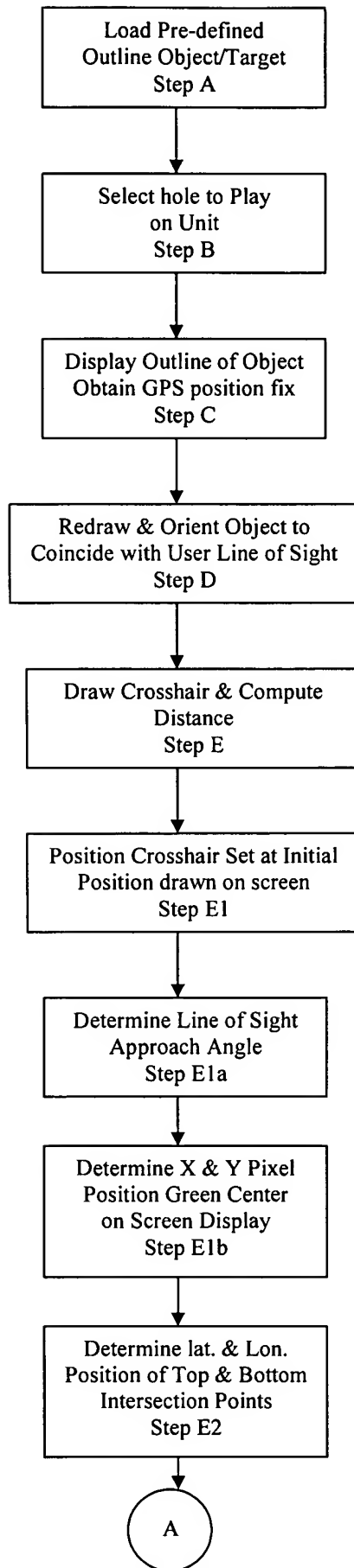


FIG. 26B

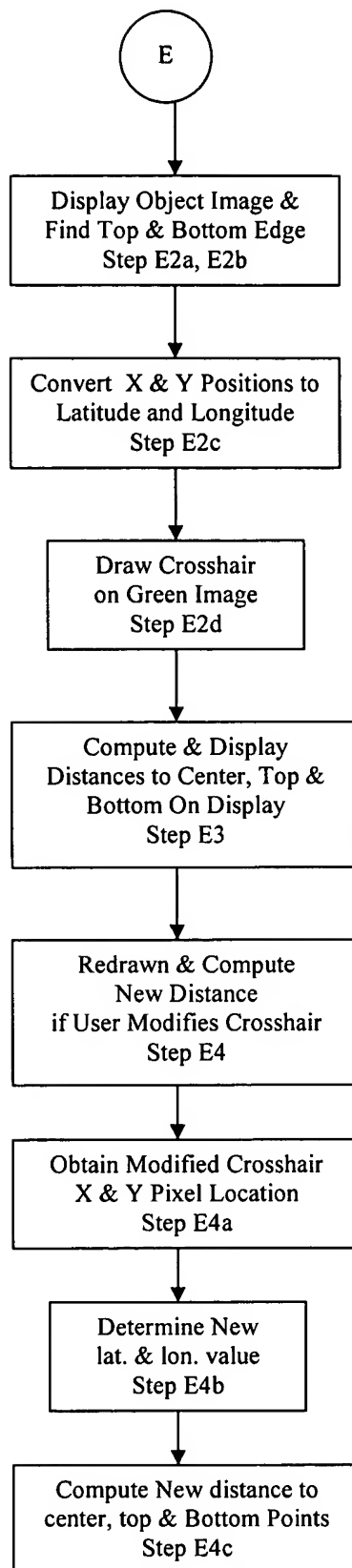


FIG. 26C

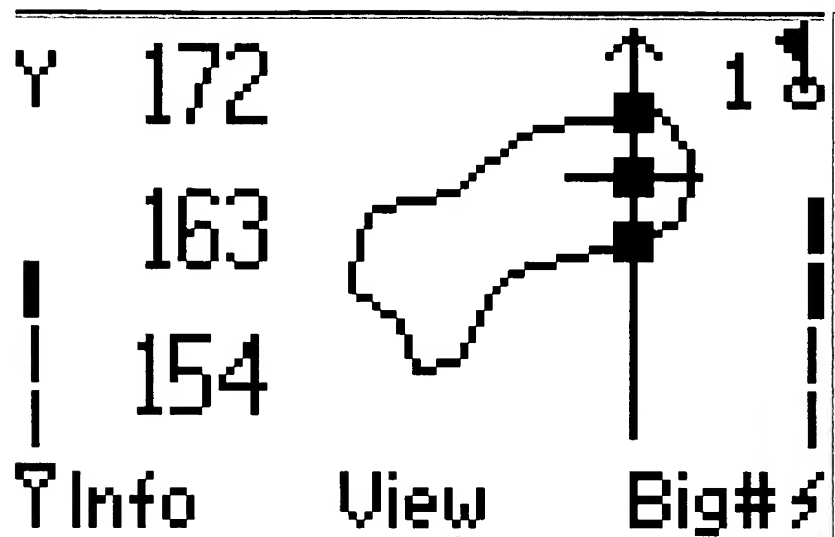


FIG. 27A

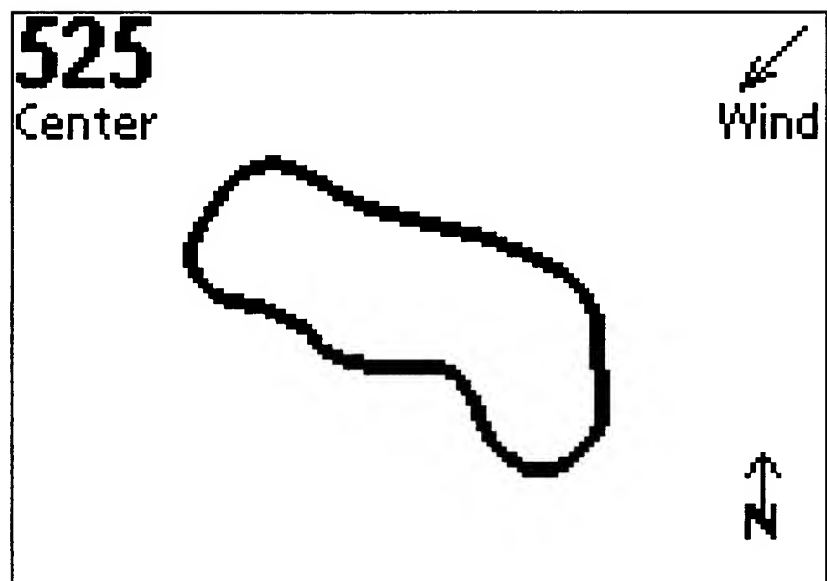


FIG. 28

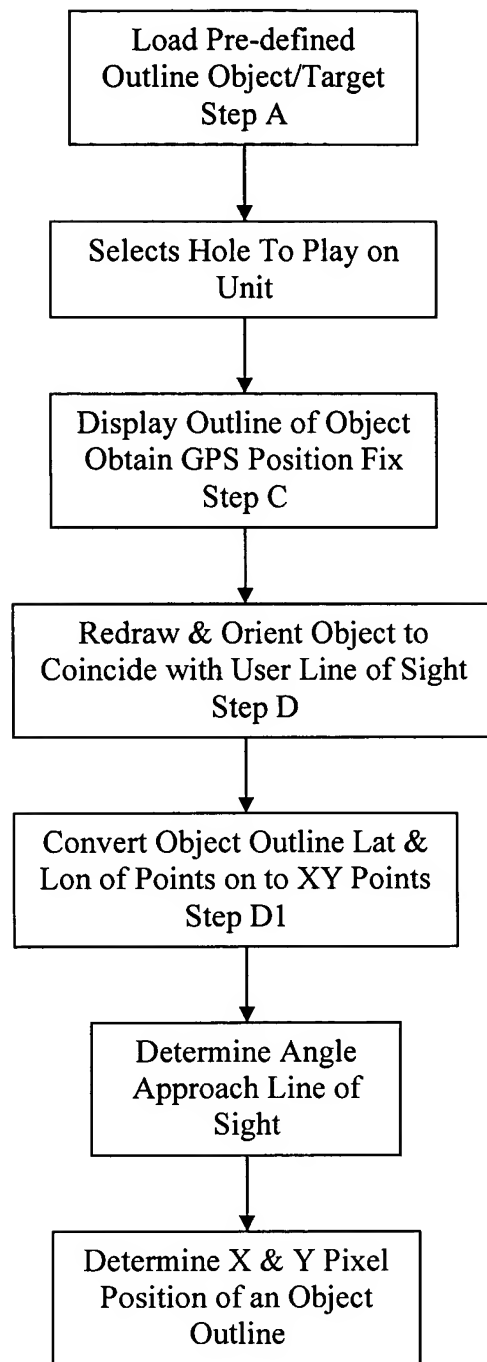


FIG. 27B

Set Prevailing Winds

Winds are FROM the

NW

North

NE

West

East

SW

South

SE

Speed:

None

1-10

10-20

20+

OK

FIG. 29A

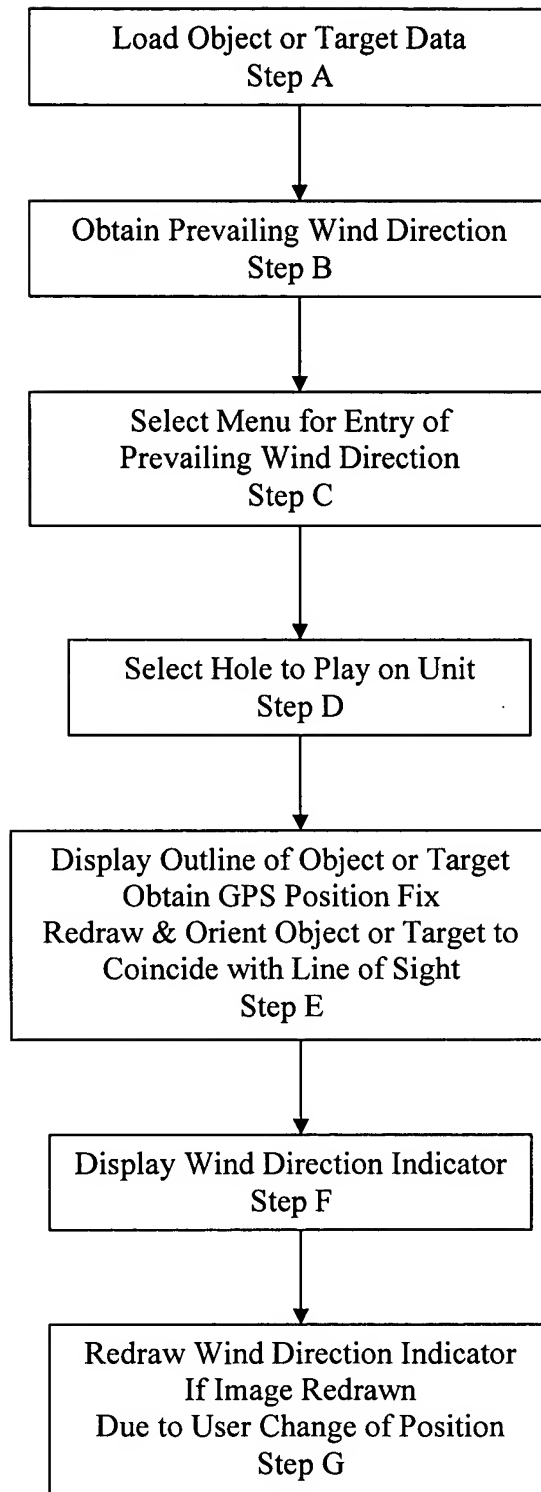


FIG. 29B

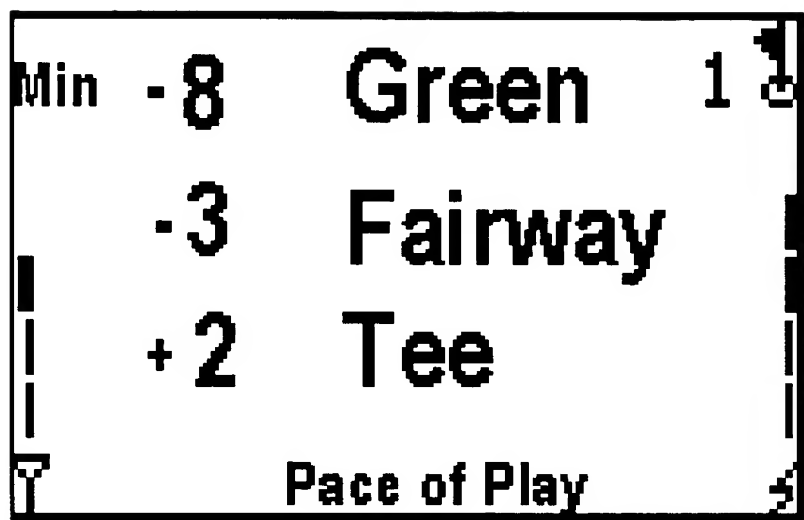


FIG. 30A

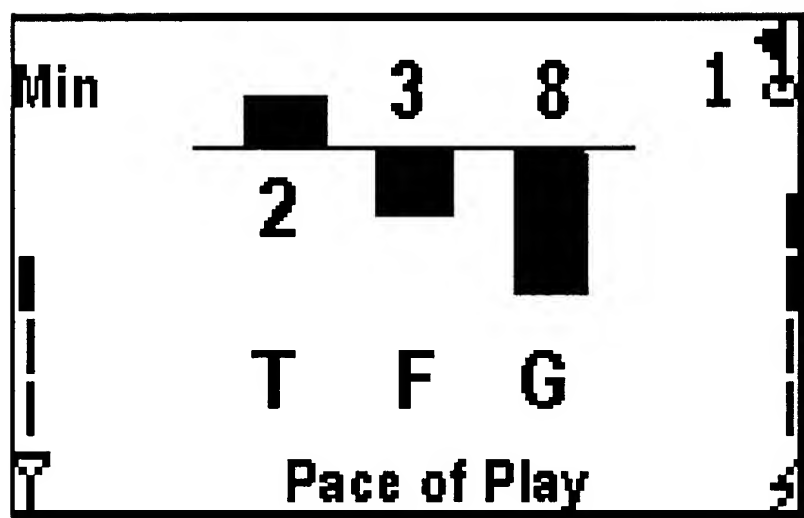


FIG. 30B

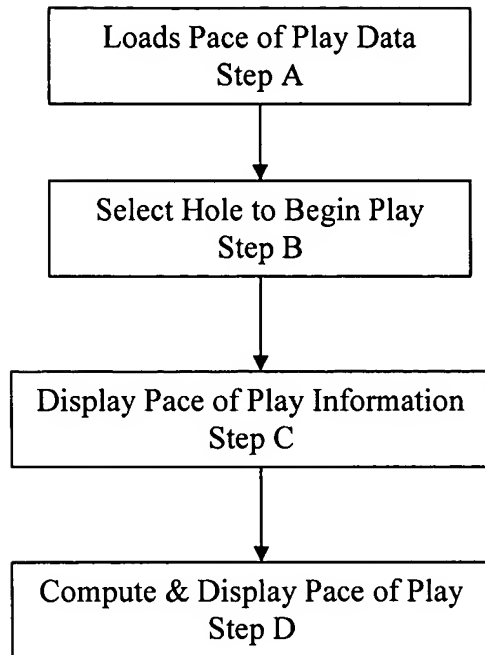


Fig. 30C

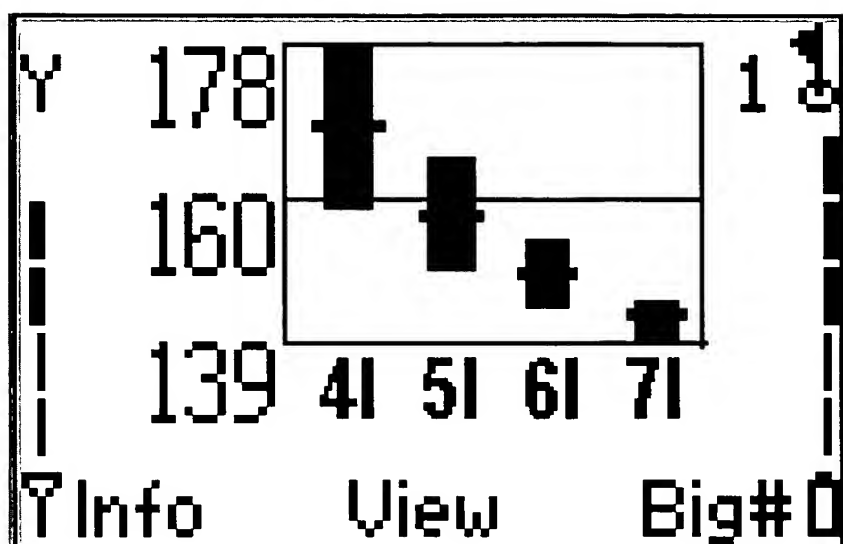


FIG. 31A

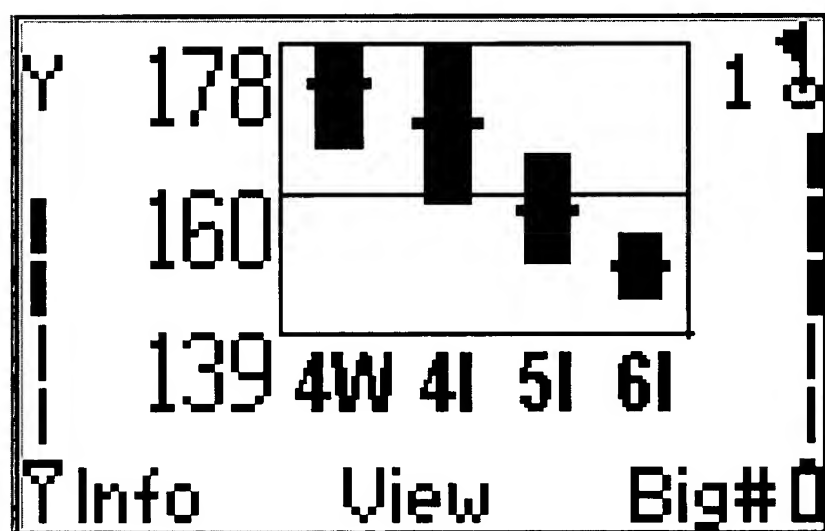


FIG. 31B

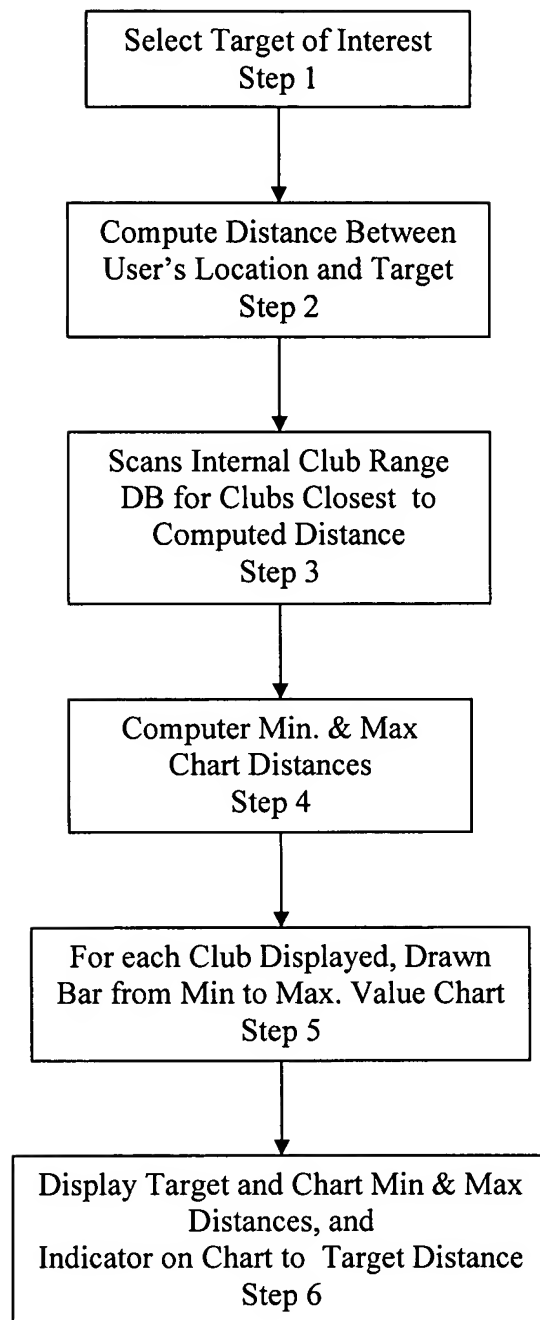


Fig. 31C

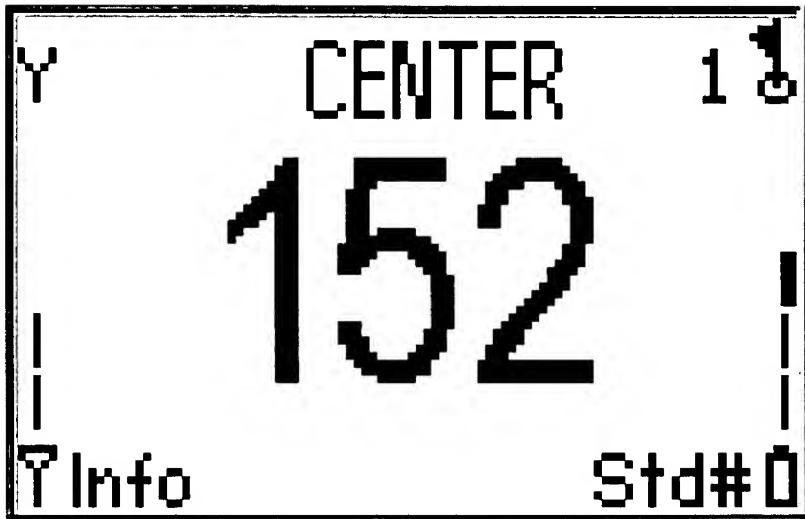
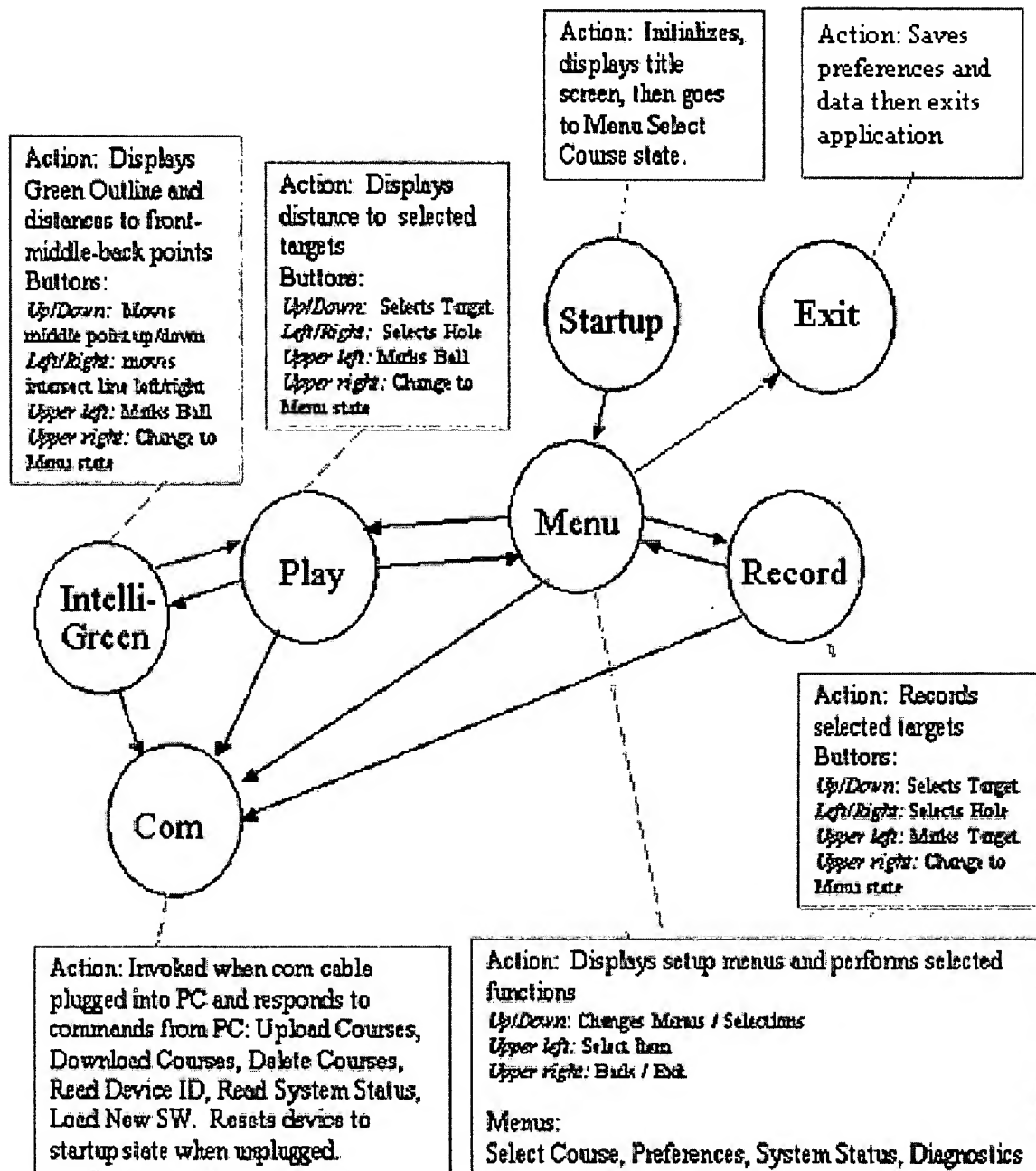


FIG. 32A



FIG. 32B

Software Main State Diagram



Note: Upper Center Button: On/Off in all states

FIG. 33

Golf Course GIS Data Processing and Distribution Method

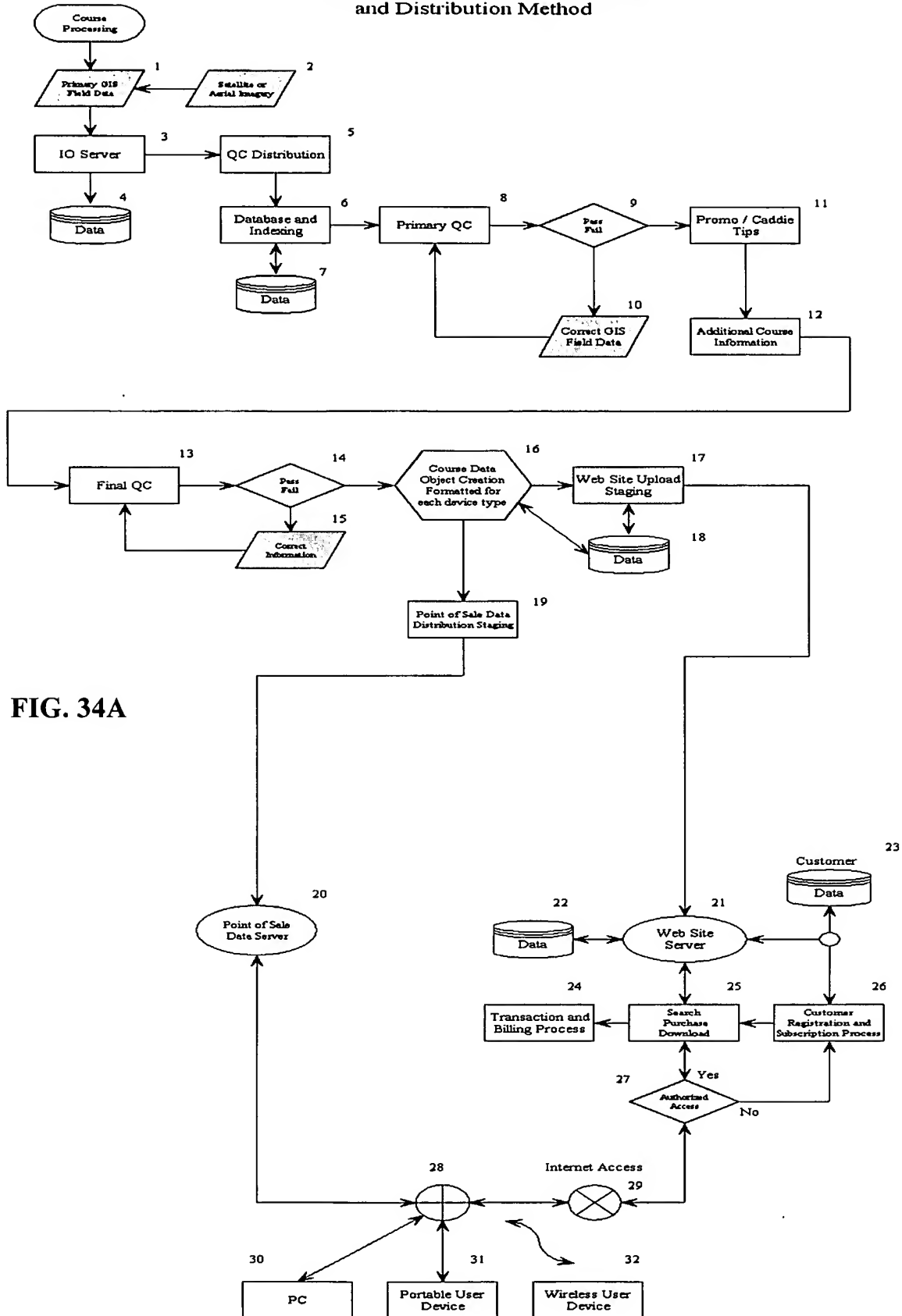


FIG. 34A

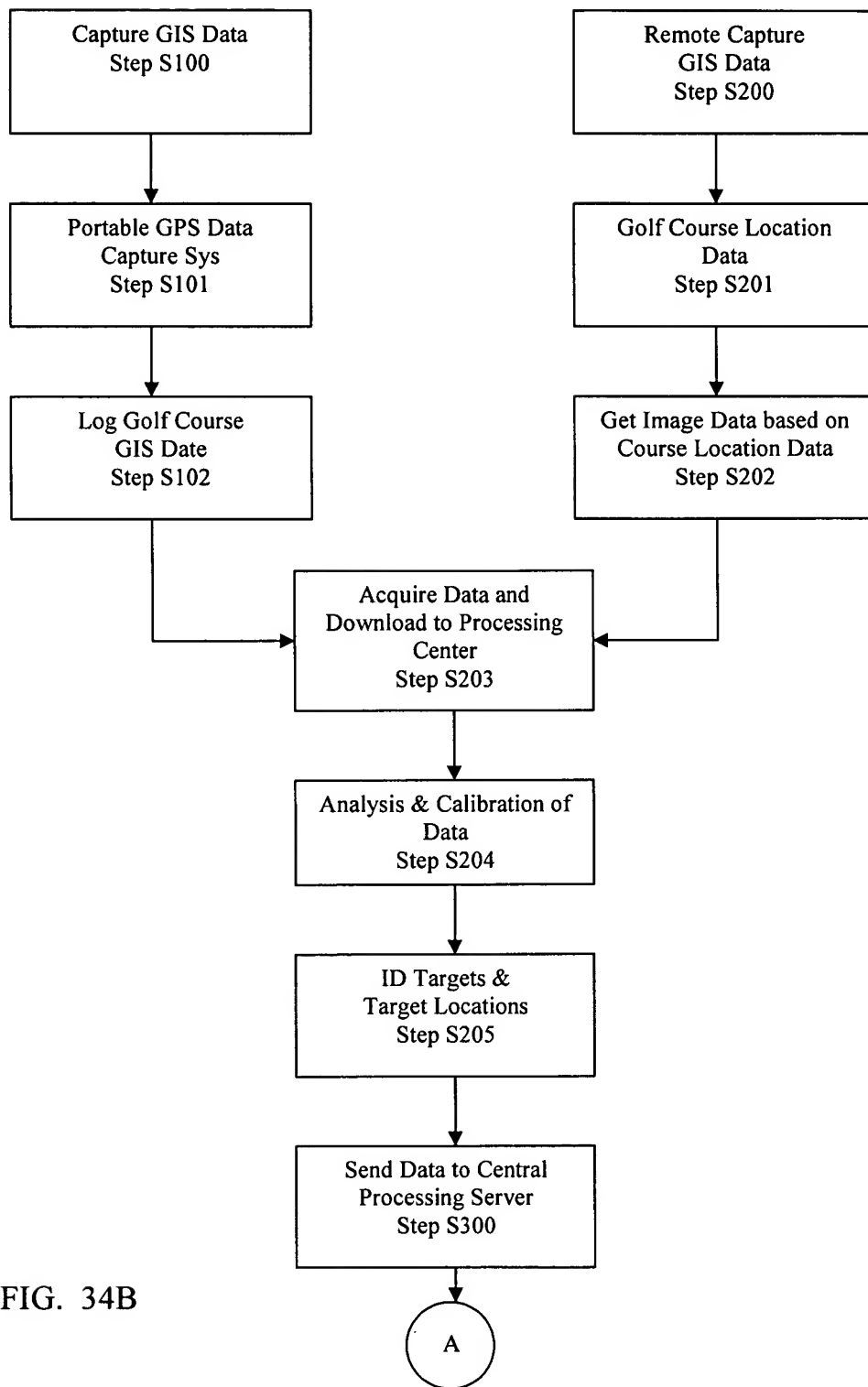


FIG. 34B

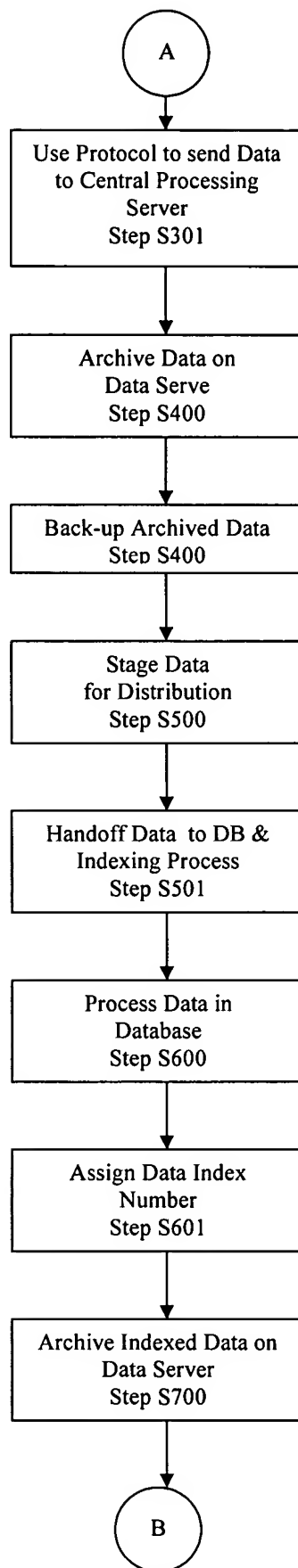


FIG. 34C

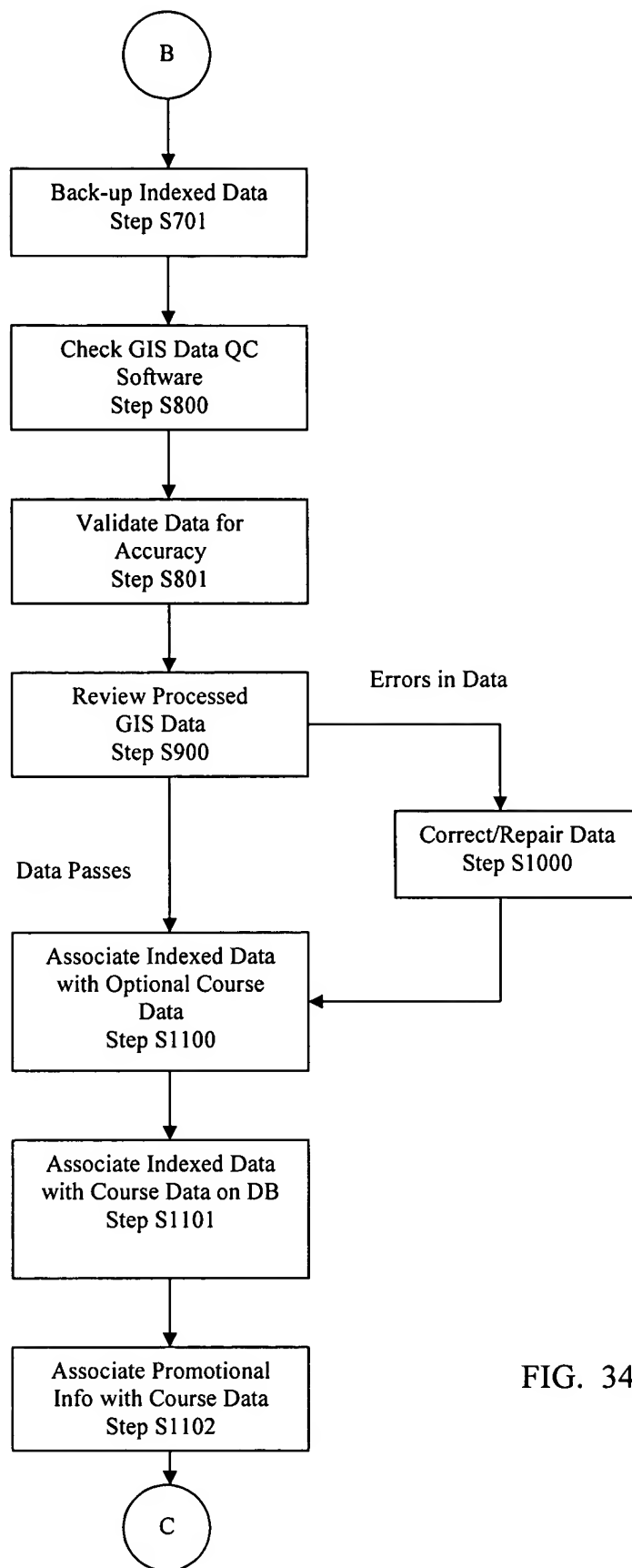


FIG. 34D

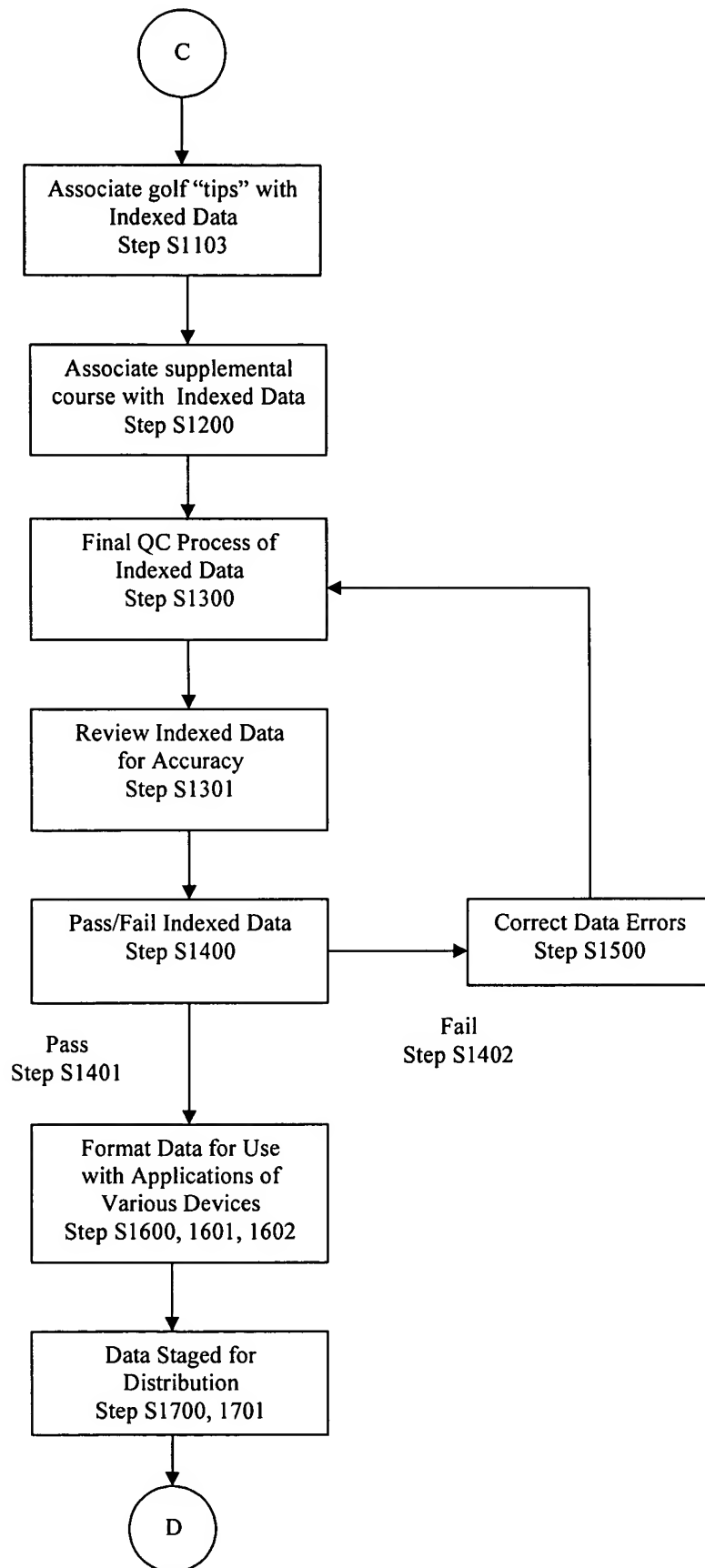
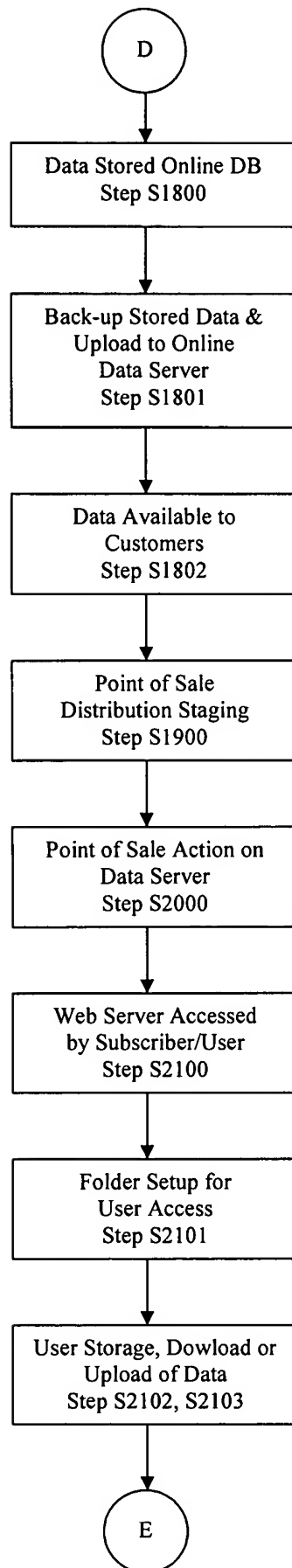


FIG. 34E

FIG. 34F



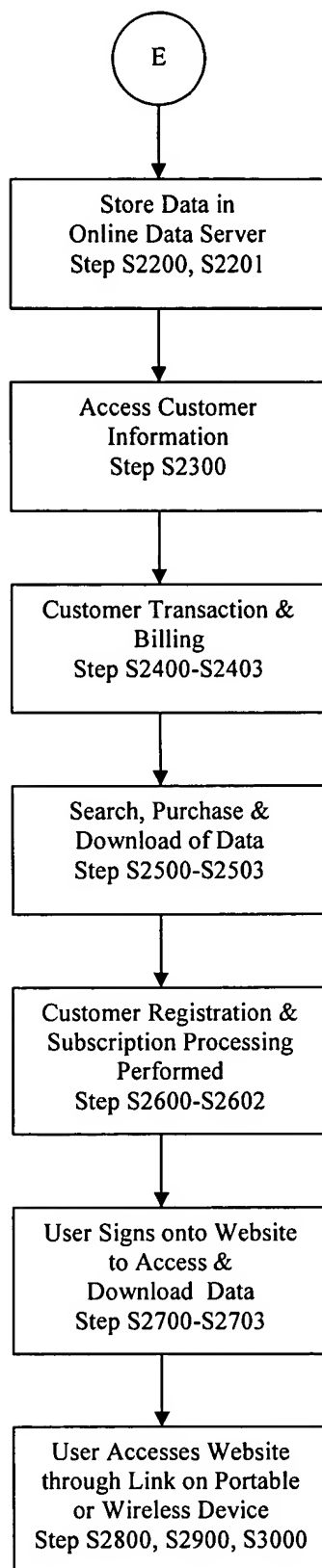
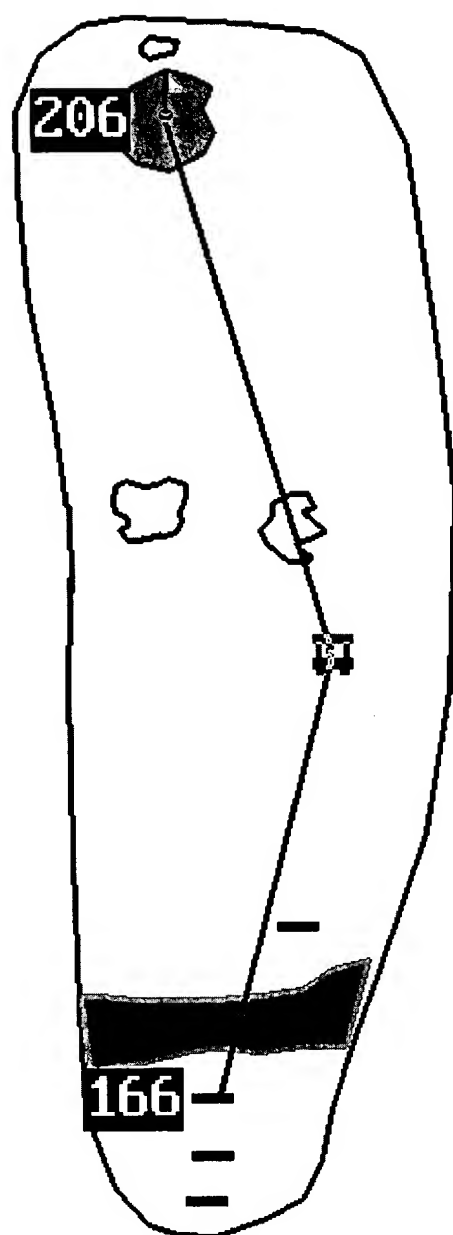


FIG. 34G

FIG. 35



Hole 1
Par 4

FIG. 36

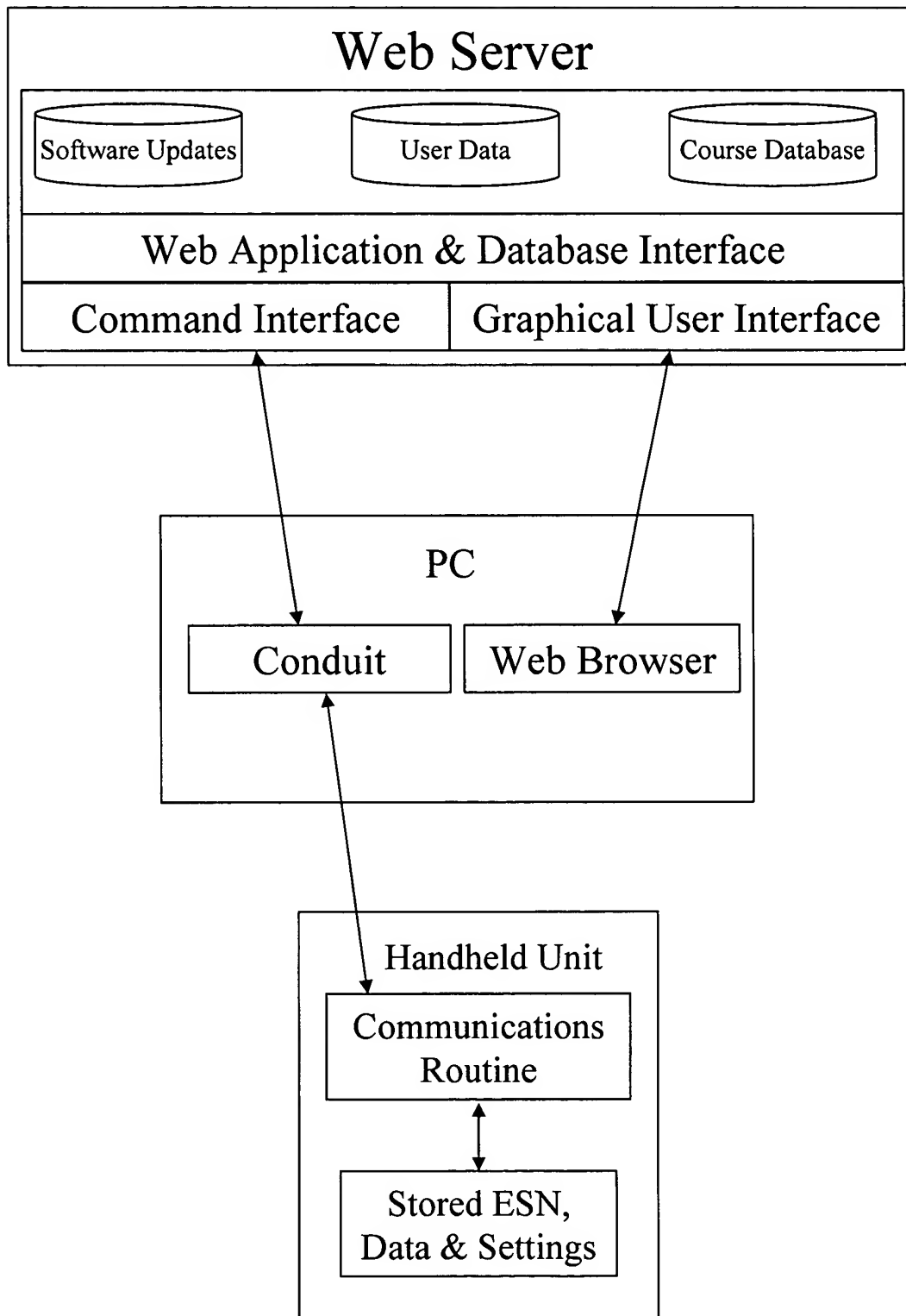


FIG. 37

